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MAVERICK MAGAZINES

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TURTLES
KUNG FU TOURNAMENT FIGHTING

MASSIVE PLAYERS' GUIDE SPECIAL
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LOOK! GAMES FOR £4
RUSH TO PAGE 12

DENNIS
COOL SPOT
DR FRANKEN
SEVENTH SAGA
VIRTUAL SOCCER

YOUNG MERLIN
ON A MAGICAL ADVENTURE

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THE BATTLE CONTINUES

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INFOGRAMES

GAMES WELL WORTH SHELLING OUT FOR

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MORE FX
Argonaut and Takara team up to begin work on a brand new Super FX game.

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10 Jaguar XJ220 held back

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3X3
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Super Control visited Westwood Studios in Las Vegas to take a look at Young Merlin, the new action adventure game from Virgin.

R-T

R-Type III will get its UK launch early in 1994, but we take an exclusive preview look at the game that is highly likely to become a classic.

RECORDED DELIVERY

96

You're all fairly vocal this month with questions, queries and quibbles all aimed at dearest Andy, agony Uncle to the games world. Got something interesting to get off your chest, then we want to know!

OFFICIAL STAMP

Sony has been busy of late as it officially releases Equinox, Chuck Rock and Hook this month. Also, Sunsoft offers Super Air Diver, while System 3 takes Super Q-Bert off NTVIC's hands to release it here in the UK.

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How much more information could we possibly squeeze into four pages? Super Control's Directory Enquiries gives you the low-down on practically every SNES release here and abroad.

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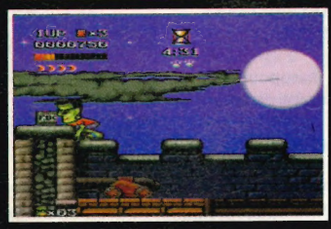
DIRECTORY ENQUIRIES

Right Royal Reviews



CUTE AS PIE

Cute characters are the flavour of the month as that awful little tyke Dennis battles against Dr Franken and Cool Spot for the coveted 'Who will make me puke first' award.

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26 Cool Spot
30 Dennis

Access All Hairy-Ass

ACCESS ALL AREAS

34 Alien 3
48 Equinox
60 Super Star Wars

PLAYERS' GUIDE SPECIAL

Welcome to part two of Super Control's bumper players' guide special in the long run up to Christmas. Again, plucking the best guides which have accumulated since we began, we show you exactly how to complete each game in full. If you missed any of the individual guide sections, then now's the chance to recap on what you missed.

With older games getting cheaper and cheaper, how about asking for some classics over Christmas? Not only can you enjoy brilliant games at a more affordable price, but you can also try out our super guides!

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GAMES EXCHANGE

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Who are we trying to kid, games for only £4?! Surely not?! Well, it's true, just turn to page 12 to find out how you can swap your old SNES games for newer ones in our Super Games Exchange.

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the usual place (Maverick Magazines, 16/17 Hollybush Row, Oxford OX1 1JH). Sorted. Top. Later. Respekt. And all that sort of thing...

Purely for FX 6

NEW FX TITLE

Software developer Argonaut teams up with Takara for new FX game. Read on...

- Street Fighter gets onto video
- Nintendo wireless
- New official schedule

New Games to Play 8

EA GETS INTO THE SWING

Now that EA has again started work on its SNES titles it launches with Absolute stunners

- Ocean's new game goes 'Eek'
- JVC disappointment at Empire delay
- Smurf song

Hot News

SUPER The Control N

WE WISH YOU A MERRY CHRISTMAS

NEW SUPER FX GAME ANNOUNCED

ARGONAUT AND TAKARA TEAM UP

Argonaut Software, the team responsible for creating the stunning FX chip and of course the gob-smackingly good Star Wing, is pushing on with its latest trip into Super FX development. As well as putting the finishing touches to the eagerly anticipated FX Trax racing game released by Nintendo in the second quarter of '94, Argonaut is also 'transforming' the look of future SNES games.

DISGUISE

Supported by American software giant Takara, Argonaut's new game could be just the ticket to save the SNES from complete obliteration in the light of the imminent technological advances of '94 such as 3DO and Atari's Jaguar. Concern has been aired that the 16-bit platform could suffer drastically when the 64-bit mega machines hit the market, but continued exploration into custom chips and upgrades could save the SNES from a potentially horrific fate.

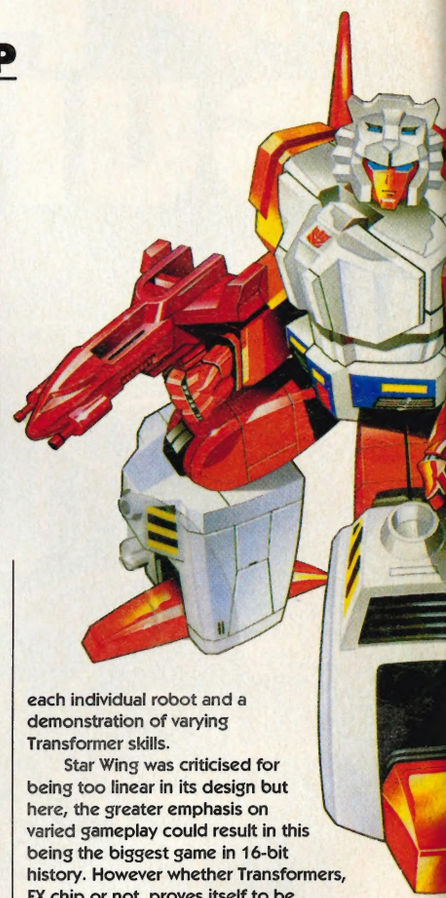
Whereas Star Wing was an original concept, the new FX game will be a licensed outing into the world of the Transformers (you know, "Robots In Disguise") where the custom chip can really get to grips with the robots' angular physiques. It will follow the conflict between the mighty Autobots and Megatron – characters featured within the popular cartoons.

Toy manufacturer Hasbro is about to relaunch the Transformers range in the new year with a totally updated look, along with brand-new Transformers. It is hoped that the game will support the new launch when it finally hits the streets by Christmas '94.

TRANSMUTE!

Where Star Wing failed to take the FX chip to its limits (remember it was only an eight meg cart) Transformers will make use of every scrap of memory available now that Argonaut really knows what the chip is capable of. To convey the truly awesome nature of the cartoons the representations of the Autobots and Decepticons will have to be very large indeed and this is where the FX chip comes in very nicely...

The robots are not sprite-based, but a series of reference points, so less data is used up in the creation of the polygons thus leaving more room for meaty gameplay and bigger characters. Expect plenty of transforming as the game alternates between flying, racing and running sequences, as well as specific mutation of each individual robot and a demonstration of varying Transformer skills.



Star Wing was criticised for being too linear in its design but here, the greater emphasis on varied gameplay could result in this being the biggest game in 16-bit history. However whether Transformers, FX chip or not, proves itself to be a successful licence and not just another big name with no gameplay remains to be seen.

(Left) Takara also holds the rights to the Transformer range of toys. In an attempt to boost sales and the popularity of Transformers Takara, along with toy giant Hasbro, is scheduling to release a brand-new range of toys in the summer of 1994. It is hoped that the launch will tie in with the release of the Super FX game

SEQUEL CITY

Far too many games are suffering the fatal sequel syndrome – will they survive the ordeal?

- Fatal Fury 2
- Lemmings 2
- Legend of the Mystical Ninja 2

News

OFFICIAL RELEASE SCHEDULE

NOVEMBER

Chuck Rock – Sony
Cliffhanger – Sony
Equinox – Sony
Hook – Sony
Super Bomberman – Sony
Dracula – Sony
Last Action Hero – Sony
Sunset Riders – Konami
Crash Dummies – Acclaim
Ren & Stimpy – Acclaim
Troddlers – Sales Curve
Super Putty – System 3

DECEMBER

Sky Blazer – Sony
Total Carnage – T*HQ
World Heroes – Sunsoft
Aero the Acrobat – Sunsoft
Daffy Duck – Sunsoft
Top Gear 2 – Kemco

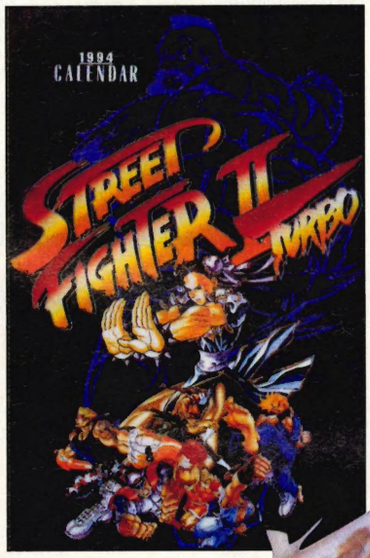
STREET FIGHTER II TURBO VIDEO

Capcom USA has just announced the release of the Street Fighter II strategy video which offers official tips for "The Ultimate Fighting Game Series". The video is 45 minutes long and has already sold over three million copies throughout America in just two months!

Featuring representatives of Capcom and top American games players, the video shows how to perform all the latest combos, as well as outlining specific strategies and tips – not that you lot need any help! Its step-by-step instructions show players of all skill levels how to perfect fighting techniques for every character.

Also included on the tape is a special look at the new Super Street Fighter II arcade game which emerged in arcades throughout the country this month. Showing the new characters and their moves this preview is a fascinating look into how the Street Fighter II phenomenon has evolved over the years.

As yet there are no plans to release the video here in the UK. If you are thinking of buying an imported version of the video though remember that you will need an NTSC video player to watch it on!



LEMMINGS 2

Psygnosis is currently working on three new SNES titles due for release early next year. One of the major developments has to be the emergence of an eagerly awaited Lemmings sequel cunningly entitled Lemmings 2. Again this will be SNES mouse compatible.

Similar to Lemmings: Tribes on the Amiga, Lemmings 2 is 16 meg and will feature a wide range of new characters and skills such as raftsmen, skaters, archers, pole-vaulters, sand pourers and musicians! The levels too have new challenges with trickier puzzles, new landscapes and more objects to make use of, for example Lemming-propelling cannons!

Psygnosis is also working on SNES versions of two Mega Drives titles – the cute and puzzly Puggsy and the dramatic scroller Shadow of the Beast. Both of these are pencilled in for an early '94 launch.

ACTRAISER 2

Enix's sequel to one of the SNES' classic games is almost upon us. With brighter graphics, larger sprites and more challenging gameplay Actraiser 2 looks set to impress on an even wider scale than its predecessor.

Designed as a platform hack'em-up the sequel again features many of the attributes that made the original such a joy to play. There's plenty of action and big weapons, detailed sprites, huge guardians and of course a greater difficulty setting – the original Actraiser was criticised for being too easy.

This 12 meg game will hit importers during November, but in a familiar tone there are no plans for Actraiser 2 to be released in the UK officially.

The Control News

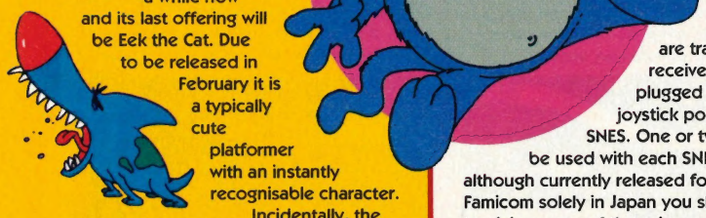
SYSTEM 3

System 3 is putting the finishing touches to its Desert Fighter game that is currently scheduled for a January release. System 3 arrived into the SNES market with its cute platform game Super Putty which is still waiting to see the light of day in the UK.

Following on from this is a sequel with gameplay along the same lines as the original. It's planned for Easter and is going by the name of Putty Squad – more news when we have it. System 3 is also working on a racing game Ferrari Racer Champions which is also planned for an Easter release.

OCEAN

Ocean has been winding up its SNES releases for a while now and its last offering will be Eek the Cat. Due to be released in February it is a typically cute platformer with an instantly recognisable character.



Incidentally, the BBC has picked up on the Eek character and is planning to launch a cartoon series around Ocean's sprite in the new year, but as yet there are no definite dates.

ANIME CONVENTION

Back in March this year the *Super Control* team ventured off to Sheffield in search of an Anime Convention being held by a team of enthusiasts. What we fell upon was far from what we originally expected – the Anime Convention is a professionally staged showing of rare and popular Anime films, exhibitions, merchandise, stalls and auctions.

The '94 Convention will again be held at the Rutland Hotel in Sheffield on 4-6 March. For further information and details of accommodation for the weekend stint write to Anime Day, 22 Berkley Centre, Ecclesall Road, Sheffield, S11 8PN.

NINTENDO WIRELESS JOYPAD

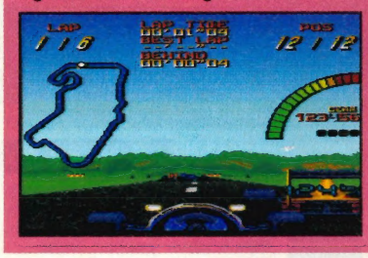
Sick and tired of getting all your joypad wires caught up around the chair leg? Fed up of yanking your SNES onto the floor after standing up too quickly? Well, here's the answer, an official Nintendo wireless joypad that relieves all previous ailments.

Using an infrared light source situated between the top-left and top-right buttons all of the instructions from the pad are transmitted to a receiver unit which is plugged into the joystick ports on the SNES. One or two pads can be used with each SNES and although currently released for the Super Famicom solely in Japan you should be able to pick up one of these joypads through a good importer like Console Concepts (0782 712759) for around £40.

FORTHCOMING NINTENDO RELEASES

Christmas is an ideal time to launch the big titles of the year and with Street Fighter II Turbo already storming up the charts Nintendo hopes to mirror this success with some strong future releases. Street Fighter II Turbo is doing as well in the shops as Nintendo had foreseen, but as yet there are no definite sales figures. Nintendo however, describes the initial sales reports as "incredibly pleasing". Watch out for Nintendo's new adverts on TV with Rik Mayall as the competition for Sega heats up this Christmas!

Nigel Mansell F1 Challenge – Mid December
Goof Troop – 22 November
Yoshi's Safari – 12 November
Mystic Quest – 3 November
Plok – 3 December
Aladdin – 3 December.



MORE ELECTRONIC ART

Now that EA has returned to all things Super Nintendo it is pushing on with Super Battletank II and Turn and Burn.

Turn and Burn is a combat flight sim that puts you in the cockpit of an F-14 plane among others as you battle the enemy through blue skies. From this screen shot you can see that this is of a similar vein to Super Air Diver, but the graphics are far crisper than those seen in the somewhat unimpressive Diver.

Super Battletank II on the other hand is the sequel to the original Super Battletank, however reviews of the original title were less than favourable so let's hope that the sequel is an improvement. Both titles are due for official release in January '94.

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SMURFS

Infogrames, in the wake of Asterix's success, is pushing on with its next SNES licence – the Smurfs. Remember those strange blue creatures of Belgian origin with the big red hats and that awful Father Abrahams' song? Well, they're about to invade the SNES big time with their own cute platform romp.

Although still very early on in its development the game is unfolding quite nicely with plenty of platform hopping and enemy bashing. Included into the graphics is a generous smacking of Mode 7 landscape scaling, as well as some pretty hefty sized guardian sprites.

The Smurfs is due to be released early next year with the possibility of slipping to a third quarter launch.

MARIO'S TIME MACHINE

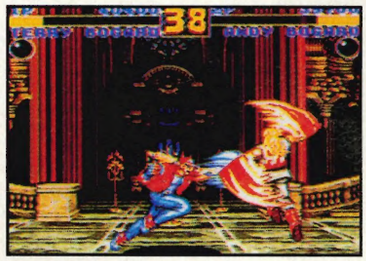
Mindscape is continuing to push on with its educational titles after the successful impact of Mario Is Missing on pre-school and primary school children. Again using the famous Nintendo plumber as a focal point, the next edutainment title is to be called Mario's Time Machine.

FATAL FURY 2

Takara is about to unleash the sequel to the highly successful Fatal Fury early next year. The game which has already been previewed in Japan is a massive 20 meg epic with big sprites, flash moves and colourful graphics.

The original, converted from the Neo Geo, succeeded in impressing the pants off the *Super Control* team earlier this year and now Fatal Fury 2 is awaited with eager anticipation. All the familiar faces return including the Bogard brothers, but there are some new special moves as well as an option to play the same characters off against each other as seen in Street Fighter II Turbo.

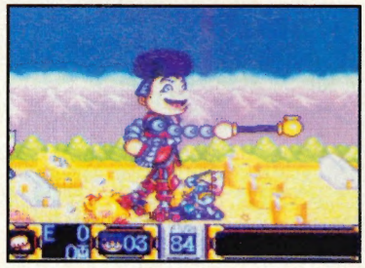
Takara is hoping to release Fatal Fury 2 Stateside in March, but we are unsure who will be the UK distributer. Fatal Fury 2 is to be released in Japan this December.



LEGEND OF THE MYSTICAL NINJA

With Konami finally set to release Legend of the Mystical Ninja here in the UK this winter (and about time too) news of a Japanese sequel has got many Ninja fans here in the office jumping for joy. The new 16 meg cart is set for a December launch in Japan, but Konami is hesitant to confirm whether the sequel will see the light of day as an official UK release.

The characters remain the same, but there are some new gameplay sequences that again drip with humour and offer a challenge to the most hardened players – there's even a healthy splattering of Mode 7! Look for this on your importer's shelves, but be warned because this could be pricey at around £60.



JVC SETBACK

Disappointment has struck with the news that JVC is to delay the launch of its racing game Jaguar XJ220, as well as the cute platform romper Magic Boy (previewed in issue six). Originally scheduled for a Christmas release both titles have been put back due to development hiccups and there is no hope of seeing either product this side of '94.

Although there are no fixed dates as yet JVC is determined to get both games out within the initial months of the new year, with Magic Boy scheduled for February or March. Jaguar however, looks set to slip even further with a second quarter launch.

SUPER BOMBERMAN

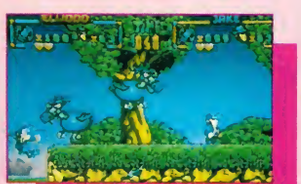
Super Bomberman finally gets its official release through Sony with a corny launch date of 5 November. In a bizarre press-release we were told that Bomberman was apparently caught red-handed while trying to blow up the Houses of Parliament! Hasn't that been done before?

DRAGONBALL Z 2

Remember the original Dragonball Z, an obscure beat'em-up based on one of Japan's most popular animated series? Well, now there's a sequel apparently promoting new characters, moves and a more intuitive control method. One of the things that made Dragonball Z so unique, despite being just another beat'em-up, was its split screen view-point. Unlike other games of this ilk the combatants can fly off into the sky while the other remains on the ground. This is where the vertical or horizontal split-screen comes in useful, allowing the players to keep track of each character.

The sequel again makes use of this feature and with 16 megs to play around the scrolling will no doubt be smoother than before. Scheduled for a December release in Japan Dragonball Z 2 should be available through importers towards the end of the month. Also keep your eyes open for the movie that will hopefully be released by Manga in the new year.

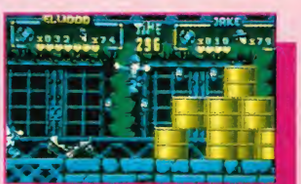
IT'S DARK...
AND WE'RE WEARING SUNGLASSES!



91% - G B ACTION *"One of the most enjoyable games I've played in a long time. Challenging and addictive. Game of the month without a doubt."*

90% - SUPER ACTION *"Easily among the best of it's kind. Great fun. Top stuff."*

89% - SUPER CONTROL *"Completely brilliant, entertaining, humorous, not too easy, gorgeous graphics and fantastic sound."*



Also available: 'Lamborghini American Challenge' on SNES and GameBoy, & 'Titus the Fox' on GameBoy.

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If you have asked for a game within the same category as your own, you are more likely to get a quick response and it will aid us immensely if you adhere to these guidelines. Please do not worry about sending your game to us, we will look after it – we are here to help, but you must help us by following the above points!

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Spiderman And The X-Men
Spindizzy Worlds
Super Castlevania IV
Super Ghouls 'n' Ghosts
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COMPARE AND CONTRAST

The original Super R-Type for the Super Nintendo was one of the first games to be made readily available after the launch of the SNES. At the time it was an exciting shoot'em-up that closely resembled the arcade version of the game. However, it now looks incredibly dated with bland graphics and horrendous slow-down.

These screen shots are taken from the original game, and as you can clearly see, the new version shows considerable improvement. Although some of the background graphics of R-Type I were quite intricate, they still look flat in comparison to those in R-Type III, as seen on this page. You can also see a marked difference in the guardians, with the R-Type III ones being larger and showing more dexterity in their movements.

These background blocks fluidly morph into enemies as you approach, making it extremely hard to anticipate what's an inanimate object and what isn't

R-TYPE I

R-TYPE RETURNS, BIGGER AND BETTER THAN EVER

The Super Nintendo has been in dire need of a really decent shoot'em-up for a long while. For too long we have been subjected to half-hearted affairs that offer about as much challenge as the English footy team. However, things are beginning to look up.

R-Type III is the long awaited sequel to the original SNES classic (whatever happened to number II?), Super R-Type. Again hailing from the giant Japanese software publisher IREM, this new offering is a graphical extravaganza and a dream come true for shoot'em-up fanatics.

It again focuses on the desecration of the galaxy by the evil Bydo Empire as it continues its vendetta against all walks of humanity. You are called upon once more to save the universe from imminent destruction by embarking on an action-packed adventure boasting three difficulty settings.

Even on easy mode there is always a lot happening to really get you confused, with missiles and bombs flying off in all directions

SHOOT TO KILL

As either a one or two-player (but unfortunately not simultaneously) romp, you find yourself at the helm of a familiar R-Type ship with an impressive arsenal at your fingertips. Rapid shot is again available, as is the mighty power-up indicated by an energy bar at the bottom of the screen, but now you have three shields to choose from instead of one.

R-Type III offers three bonus shields for you to collect after shooting one of the bonus cargo pods. This one has a wide force field which destroys enemies within a considerable radius

After a more detailed intro than previously seen, you can select one of three pods to take with you, including the orange and gold one seen in the first game. All force pods offer equal firepower and each is an asset to your gameplay, but the help they provide comes in various ways. Depending on which force you are using, certain kinds of lasers, cannons, shields or outriders attach themselves – one force has better laser capabilities, another has outriders and bigger cannons, while the third has a circling shield that spans a considerable distance.

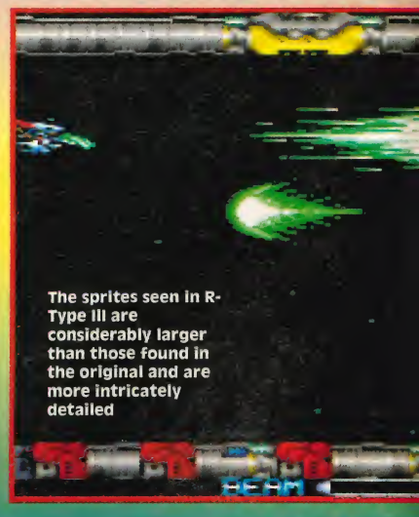
THREE'S COMPANY

Changes between R-Type III and the original version are numerous. There are improvements in the overall graphical quality, but the major enhancement – the eradication of the horrendous slow-down – cannot be seen by simply looking at the screen shots on this page. Although there are some sections where slight jerks in the scrolling are evident, the whole game generally runs faster and smoother than before.

The size of the guardians is also impressive, filling up a large proportion of

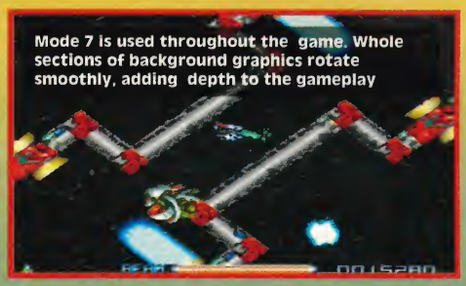
This guardian rotates around the edge of the screen, while the bombs on the tracks move in opposite directions, and to top it all off the whole screen rotates using Mode 7. Confusing or what?!

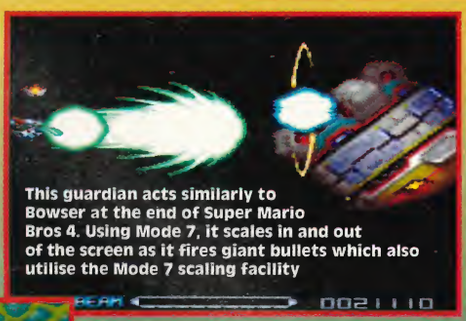
R-Type III is less linear than the original game, with more mazes and confusing level designs



The sprites seen in R-Type III are considerably larger than those found in the original and are more intricately detailed

Mode 7 is used throughout the game. Whole sections of background graphics rotate smoothly, adding depth to the gameplay





This guardian acts similarly to Bowser at the end of Super Mario Bros 4. Using Mode 7, it scales in and out of the screen as it fires giant bullets which also utilise the Mode 7 scaling facility

(Left) Nothing is as it appears in this new version. You never can tell whether the screen will rotate, scale or simply get eaten away by the enemy hordes

During the later stages of the game you will come across this maze-like level which has you weaving in and out of ferocious streams of lava, and then makes you do it all again...backwards!

the screen while still unleashing a flurry of bullets and flapping their tails or whatever at a considerable pace. Some of the guardians have very familiar faces indeed, as they take time out from the arcade and original Super Nintendo game to appear here in R-Type III.

OUR TYPE

The majority of the lesser sprites are quite small though, allowing for a vast array to be on screen at any one time, but due to this the gameplay can get mind-bogglingly confusing, with bullets also flying every which way. However, despite their small size, all the sprites are more detailed and cleanly drawn than before with some new characters making their debuts alongside old familiars.

The levels are more impressive in their design with the game taking a less linear approach by weaving in and out in a maze-like fashion. Some of the levels even send you backwards, making you struggle against the obstructions and enemies with your backside leading the way!

Which leads us nicely to a conclusion. R-Type III is outstanding, this really is going to be THE shoot'em-up to beat all shoot'em-ups. It looks superb, sounds fantastic and the gameplay is frustratingly challenging even on easy mode – just thank your stars for the infinite continues.

R-Type III is due to be released here in the UK in early February – this is one game you'll certainly not want to miss!

ALLIE

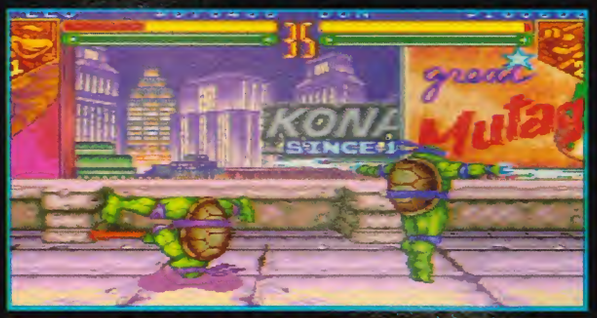
The power-up works exactly like the original if you hold down the fire button for a prolonged period. However, if it is not used, full potency is continuously maintained instead of powering down as in the original

Although you are still fighting the Bydo Empire, all the levels are completely new. This organic level has acid drops (amongst other things) that will instantly corrode your ship

All the guardians are more taxing than before, even on easy mode! Without rear fire, this one is a particular headache

Towards the end of the game you come across a huge guardian which continually morphs into some familiar guises. Here he resembles one of the major bosses from the arcade game

Another Mega move, this time from Raphael. He jumps into the air and rains fireballs down onto his opponents' heads



More street dancing! Here we see a head spin from Leo and what appears to be the beginning of a windmill from Don

Raph lets rip with a fireball. All of the special moves are poor variations on SFII

The predictable character select screen. Tonight's match, Shredder Vs Don Kiddick

TEENAGE M
HERO TURT
Tournament Fighte

THEY'RE MEAN, GREEN AND ON YOUR SCREEN

I thought turtle mania had died out, with the third film having been a bit of a flop, but Konami obviously doesn't agree because it has just released a second turtles game called Tournament Fighters. The first game, Turtles In Time, was a playable two-player scrolling beat'em-up which received rave reviews and rightly so. The second game is a departure from this format, being more like Street Fighter II. In fact it is so like SFII that the resemblance is uncanny. The question is, is it better than SFII Turbo?

Unfortunately, I would have to give the answer "No" to this question, but it does come a close second, beating Mortal Kombat which everyone has gone nuts over (even though it is a load of old rubbish in my humble opinion).

TOUCHE AWAY

The premise behind the story is a simple one. Channel 6 has put up loads of cash as the prize for a winner takes all competition. Money being the root of all evil and all that, brother has turned against brother in a bid to win the cash. Everyone knows that there are only four turtles, and having only four characters in a fighting game would be a bit boring, so thankfully another six characters have decided to enter the fray. Even Shredder, the turtles' arch-enemy and part-time coleslaw maker is eager to get his hands on the booty. So a series of one-on-one fights begin, until only one mutant is left standing.

There is also a story mode in which a mysterious character called Karai has kidnapped April O'Neal and Splinter, who must be rescued before any harm comes to them. In a fit of extreme stupidity, the turtles have decided that only one of them should go to help, so they fight it out to see who is worthy of such an important mission. The victor then goes on to meet Shredder and his minions, eventually ending up in the final showdown with Karai.

Leo tries to block as Aska performs her spinning attack to beat him into submission

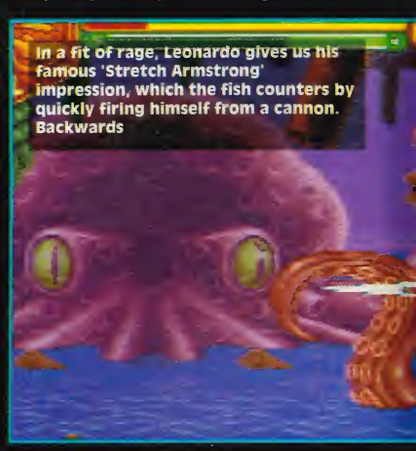
Anyone who has played Street Fighter will know exactly how this game plays and how to play it. At the end of each bout, the person with the most energy left is declared the winner. Deplete an opponent's energy completely and they are out once and for all. Each match is set over three rounds, and as well as all the usual weak and strong punches or kicks there are some special moves that can be accessed by performing strange joypad combinations. Sounds familiar, doesn't it?! Even some of the special moves are incredibly similar to those performed in Street Fighter II.

Unfortunately, Turtles somehow fails to capture the excitement generated by SFII. Street Fighter's greatest aspect was that by skilfully timing each attack correctly you would always win, whilst in Tournament Fighters you are more likely to find yourself pounding the joypad furiously in the hope that a move will connect.

VANILLA ICE

Apart from this, Tournament Fighters is a decent game which beat'em-up fans will love. It does have one good feature that SFII doesn't have – each time you successfully attack someone, a bar fills up slightly at the top of the screen. If you miss an attack or get hit, then this bar goes down. If somehow you manage to fill this bar up completely then it will flash and pressing X and A together will result in your character performing a super move that will completely destroy the other fighter. This

Ouch! That looks painful, but rest assured that Raph's protective shell will protect the family jewels this time



In a fit of rage, Leonardo gives us his famous 'Stretch Armstrong' impression, which the fish counters by quickly firing himself from a cannon. Backwards

In my opinion, Turtles is the game that comes closest to SFII Turbo in terms of playability. After hours play however, I realised that it has a number of flaws – slow response from the joypad results in mistimed and ineffective moves, the Mega move option is almost redundant in two-player mode, and even with their own special moves available, some characters are wholly inferior to others. The resulting game may be a good one, but Capcom is still left sitting pretty at the top of the tree, with SFII tucked safely under its wing.

ANDREW

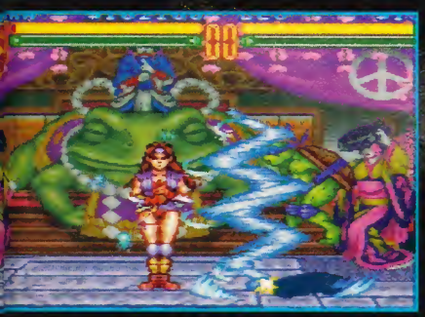
In a move that's incredibly similar to Eddie Honda's sumo torpedo, Raphael flies across the screen

Oh, the land of the free and the home of the brave...

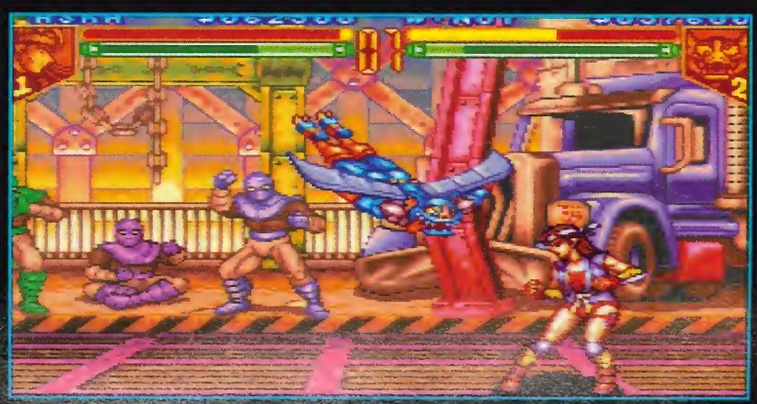
What did Raph expect? Answers on a postcard to the usual address and you could win a chocolate bar

MUTANT LES

rs



Aska's Mega move transmits her directly onto the spot her opponent is/was stood on, before unleashing bolts of electricity at her opponent



Aska's being a bit thick and standing waiting for Wing Nut to do a pearl harbour on her

means that the better you are at the game, the easier it will be to charge up this move, thus providing an incentive to fight well and to not get hit.

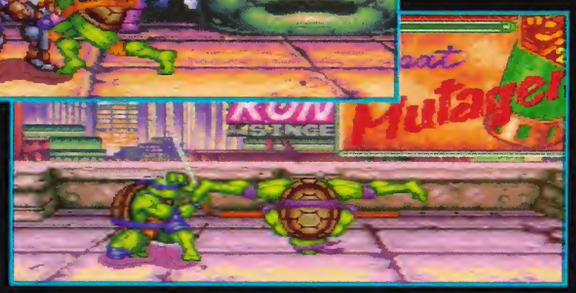
At the end of the day, Turtles Tournament Fighters is a very good game, but unfortunately it pales in comparison to a certain game that I have already mentioned once or twice in this review. Alternatively, if you already have SFII and want a fresh look at an old genre, then why not go for this.

RICH

(Left) Aha! With a spin of his long pole, Don knocks that fishy thing into orbit

(Right) Shredder goes into 'Mega move mode' and Mike immediately cacks his pants in return

(Left) Chrome Dome feels the force of Mike's glorified toilet chain – in his grid



(Right) Smart – breakdancing makes its comeback through the console. Altogether now – "Spinnin' on our backs...got to let your body move....etc, etc"

PINBALL DREAMS

SWEET DREAMS ARE MADE OF THIS

Tables are roughly four screens fitted together to create a reasonably large playing area

Amiga fans will recognise Gametek's forthcoming pinball sim as the very same one which gripped the Amiga fraternity with an iron grasp a couple of years back. Heralded as "stupendously compelling, a gift for all fast-action pinball lovers," by Amiga Action magazine and "the best pinball simulation," by Amiga Mania, Pinball Dreams sure kicked some pretty meaty ass.

Finally SNES owners are to get a whiff of this stunner as Gametek brings Pinball Dreams and its four challenging tables to the 16bit console. Boasting all the features of the original, the SNES version continues to impress with its colourful tables and entertaining gameplay, all of which clearly leaves other pinball sims standing.

SLEEP TIGHT

The SNES version is a comprehensive conversion of the original right down to the table design, sound effects and musical soundtracks. The tables offered are the space-age Ignition, the wild west Steel Wheel, a chart-topping Beatbox and the haunting Nightmare, each one with varying obstacles and bonus patterns.

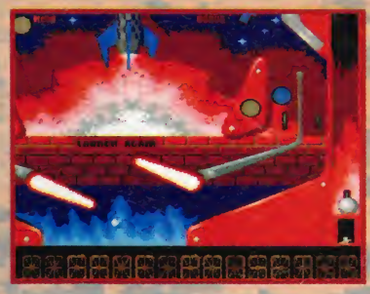
Each table scrolls through eight directions with the ball responding realistically to the bumpers and flippers. Control couldn't be simpler, with the pad and buttons activating the flippers while the top left and right buttons control the tilt mechanism – the rest is up to the table's buffers and traps!

Pinball Dreams is as yet unfinished. Although quite fast already, the programmers wish to speed up the scrolling to create as much of an authentic feel to the gameplay as possible. Also the soundtracks, incredibly catchy on the Amiga, will be included in their entirety to remain true to the original version.

ALLIE

On each table there are various bonus ramps that offer wild points if you can manage to get cleanly up them

For any avid pinball freaks out there, Pinball Dreams contains plenty of gates, bumpers, ramps and flippers


The start mechanism is operated by pulling down on the joypad, while the flippers work by pressing left on the pad and hitting one of the buttons

HUMANS

GOING WHERE NO HUMAN HAS GONE BEFORE

Humans is yet another game that first made its mark on the Amiga when it was released in the autumn of '92. Taking influence from the highly successful Lemmings, Humans uses the same timed obstacle course puzzles that made Lemmings such a classic, but reduces the number of competing game characters.

HUMAN NATURE

Again like Lemmings, object utilisation plays an integral part of Humans' gameplay. By alternating control between the human characters on screen, you can get them to perform numerous tasks as a team to help them overcome various obstacles, and ultimately get a specific number of them to the exit within an allotted time limit.

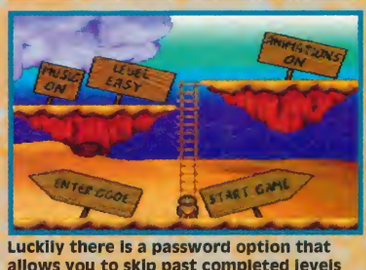
Control of the characters is straightforward. Using the joypad you select which human you wish to move around and then scroll through the action icons at the bottom of the screen until you find the appropriate action, and upon selection the human will carry out your command. However, sometimes it is necessary to time movements such as jumps by making use of a power bar which automatically appears on screen at the appropriate moment.

Unlike Lemmings however, the sprites on screen at any one time are fewer and larger than those found in Psygnosis' classic, thus making joypad control phenomenally easy. The characters also fail to move of their own accord and you can therefore concentrate on evaluating the puzzle in hand without continuously having to pause the game!

Looking at these screen shots you can see how the graphics have been upgraded from that of the original to fully utilise the Super Nintendo's vast colour palette. The game also features 80 increasingly taxing levels, humorous animation, quirky sound effects and of course the obligatory Mode 7.

ALLIE

Using the spears that can be found throughout the levels you can kill the dinosaurs which lurk and in turn progress to the next stage of the level



Luckily there is a password option that allows you to skip past completed levels

If you stray into a dinosaur's territory you will get eaten, there's no mistake about that! Kill it with a spear in order to survive

Spears are dotted around the levels at strategic points to offer help such as acting as a pole-vault or a weapon to kill dinosaurs with

VIRTUAL SOCCER

IT'S A FUNNY OLD GAME...

The Christmas football extravaganza continues, this time with Virtual Soccer by Hudson Soft – purveyor of the superb Super Bomber Man. Rather than let a Japanese company code the game, Hudson Soft bestowed the honour on a British development house, Probe. A wise decision it was as well!

I won't bore you all with the in-depth footy nonsense (and believe me I could, Man United Nige that I am). I'll just say that Probe has done its utmost to cram every conceivable aspect of the game into the cart. Everything is here – 24 national teams to choose from, with three differing views to play the game in (horizontal and two different vertical views). The game can be played at two speeds, normal or fast – fast mode enabling end-to-end action à la Striker, while normal mode comes much closer to a true simulation with midfield tussles and accurate passing necessary.

A throw-in to England, deep in the Belgian half

(Above) The impressive team select screen, complete with spinning globe à la BBC1

(Left) Look at the quality of that customised team! Unfortunately, a dodgy strip selection option has resulted in United playing in Nottingham Forest's colours. Still, it's the closest Forest will get to the Premier League this year! Arf Arf

YOU SLAY ME, GREAVSIE

Headers, volleys, overhead kicks and fouls are all present, accompanied by some great animated sequences, especially the stretcher bearers. Three competitions are available to the player, a knockout cup, a mini-league and a custom cup where player customised teams can be stored on a battery back-up for future use.

Believe me when I say that I really haven't enough room to list all of the features present in this title, and congratulations go to the programmers for managing to squeeze them all in and produce a quality game to boot. Even the crowd noises differ depending on which continent you play in! The graphics throughout the game are of the highest quality, scrolling is always smooth, the players are well animated and all of the options screens, team selection screens, even the tactics screen seem to have been planned with the player in mind.

On the whole the game is a very competent arcade-style football game. Granted, it also has a simulation-style option, but here the Mode 7 overkill spoils this somewhat, for example it takes far too long to take a simple throw-in and this upsets the game's rhythm. The masses of options are a little daunting at first, but soon become second nature, especially to those who have a basic knowledge of the game.

ARRIVADERCI IT'S ONE-ON-ONE...

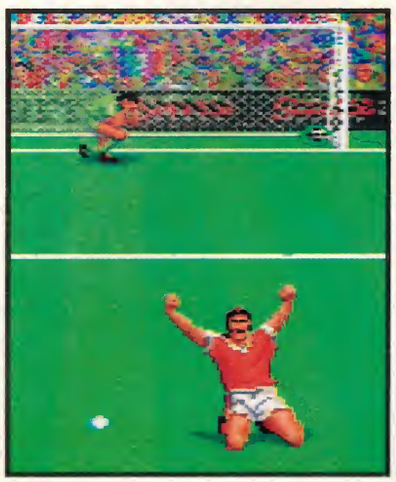
The game of football has really come of age on the SNES, what with this great game and Sensible also. I have been lucky enough to play both games and can safely say there's nothing between them. I wouldn't like to have to choose between them, but good luck to you all! **ANDY**

The game records for all to see!

A very suspect ref decision results in an indirect free kick inside the Dutch penalty area. Time to play 'spot the gap in the wall' methinks

This shows the smart penalty kick sequence. The celebrating Dutch player has scored 10 out of 10 spot kicks – it's no wonder he looks so pleased!

The all-important coin toss. Elect which end to kick at, or plump for the kick-off



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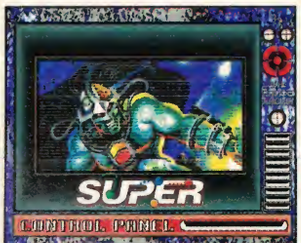


VIRTUAL SOCCER

HOUSE: HUDSON SOFT
ORIGIN: OFFICIAL
PRICE: £TBA
PLAYERS: TWO
TYPE: SPORTS SIM

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

87%

SUPER CONTROL

SOUND	7
GRAPHICS	8
GAMEPLAY	8
LASTABILITY	8

ENERGY HIGH

- Millions of features
- Very, very user-friendly
- Well planned and programmed

ENERGY LOW

- Excessive Mode 7
- Edit facility can be too time consuming

ALTERNATIVE SYSTEM

Behold the Super Nintendo and its mighty array of quality football games! You've got two excellent footy sims to choose between, namely Striker (88 per cent) and Sensible Soccer (88 per cent) and now this as well! Go forth and gather these superb titles you lucky, lucky people!!!

REVIEW

Hey baby, check out my new armour with the shiny blue tint

Welcome to Madame Sasha's house of fun and pleasure

THE WORLD IS IN PERIL AGAIN AND GUESS WHO'S GOT TO SAVE IT?

7th SAGA

After last month's travesty of an RPG, Might and Magic 2, I was somewhat less than eager to play 7th Saga. At first glance this game looks like it has borrowed from every other RPG in existence, being especially reminiscent of Legend of Zelda.

7th Saga is split up into two distinct sections. The first section is viewed from above, much like Zelda, and your character runs about talking to people and trying to find the seven mystical runes in order to restore peace and harmony to the world. As with any other RPG of this sort, there are lots of inns and shops dotted around the towns where people are just dying to tell you lots of useful little snippets of information. The shops for some reason only sell potions, weapons or armour, without a single McDonalds or Burger King in sight.

Three adversaries eh? I'll take you all on after I've finished my Newcastle Brown Ale

After leaving, a village a map will be displayed in the top-left corner of the screen showing you the position of any monsters or villages of importance to your little warrior. Walk into them and this where the second section kicks in. Using Mode 7, the view changes from above the character to behind him as he faces the attacking adversaries. Fighting is done in turns, and so when you are attacked by two or more monsters they all attack you once each time you attack one of them.

At first fighting is a hard struggle and lots of potions are needed to rebuild your strength, but after gaining experience the character will go up a few levels, gain some new weapons and be able to kick arse all over the place.

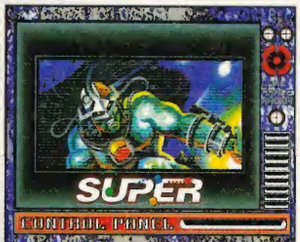
The problem with 7th Saga is that it is mainly action orientated and there aren't many puzzles to solve. Fighting may be a bit of a laugh for a while, but when you have to fight monsters over and over again, building up levels before eventually confronting a boss creature, things can easily begin to get a bit tiresome.

Personally, I don't really enjoy this sort of game because there isn't enough thinking involved to hold my attention, but anyone that likes action RPGs and D&D games will definitely love this. **RICH**

One of the spells the demon can learn is a petrify spell. Use it to encase a foe in stone and then punch the life out of him. No worries!

Ooer, my what a nice set of horns you have there. I think they're great. Can I be your friend? Please? HELP!

This says it all really, doesn't it? Rich the valiant has gained another level. My, what a guy he is!



7th SAGA

HOUSE: ENIX
ORIGIN: USA IMPORT
PRICE: £54.99
PLAYERS: ONE
TYPE: RPG

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

78%

SUPER CONTROL

SOUND	7
GRAPHICS	6
GAMEPLAY	7
LASTABILITY	7

ENERGY HIGH

- Lots of spells
- Large play area
- Will take ages to complete

ENERGY LOW

- No thought is needed
- Graphics are very dull
- Music is terrible

ALTERNATIVE SYSTEM

Wow, there are loads of decent RPGs about to choose as an alternative to 7th Saga. My favourites are definitely Legend of Zelda and Shadow Run, but there are some other less well-known titles about for the SNES that are also well worth a look at, such as Soul Blazer and Lagoon.

BRETT HULL HOCKEY

ACCOLADE TAKES A NEW APPROACH

Brett Hull Hockey marks a new direction for software house Accolade – although it has delved into the sports sim side of things before, this will be its first ice hockey outing on any computer format. Due to be released just the other side of Christmas, Brett Hull Hockey is an in-depth strategical affair that allows you to play from the bench as well as getting your skates dirty on the ice.

Developed with the help of star St Louis player Brett Hull (a veritable legend in the ice hockey fraternity so we're told), this sim boasts extensive gameplay options such as exhibition games, 11-game short season, 42-game half season and a massive 84-game full championship season. For one or two players, this sim will rival EA's highly acclaimed NHLPA Hockey which, I guess, sets many of the standards for hockey sims.

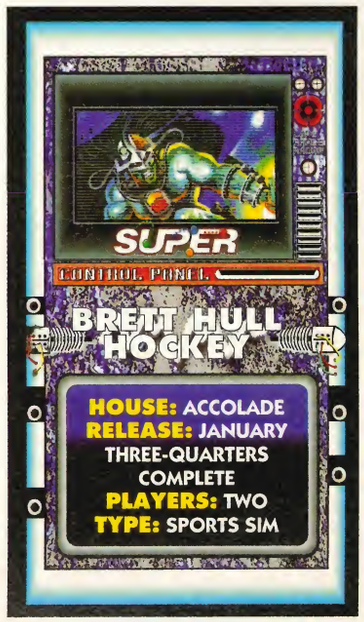
Brett Hull himself says of the project, "I'm impressed that Accolade was able to incorporate some of my ideas into the game, and that it is important to them that I'm involved". The game features a clear behind-the-player viewpoint, instant replay, a plethora of features such as opting for penalties, changing line-ups, fighting and allocating different skills and ability levels to your players.

PUCKER UP!

Brett Hull Hockey features a wide variety of in-game FX as well as a smattering of handclaps nicked from Queen's We Will Rock You. It also features comprehensive digitised speech from famed American hockey commentator Al Michaels, describing in detail every move, pass and strike at goal that is attempted.

Next month we'll be comparing it to EA's NHLPA and asking the all-important question, "Is it better?". **ALLIE**

I think this captures the excitement of the game perfectly, don't you?



And he's taking a shot at goal. Hooray. © Rich's Exciting Captions Ltd 1993

The technical term for this is a face-off. This is because when the whistle goes you must try to take the other bloke's face off

ALFRED CHICKEN

ALFRED'S A BIT LIKE CHEESE?

Alfred Chicken has to be one of the most novel games to arrive on the SNES for a long while – who would ever consider giving a chicken the daunting task of saving humanity? Well, Mindscape did and it has come up with a rather bizarre little platform romp that has a bionic-beaked chicken cast as the hero!

PECKING ORDER

If you happened to tune into the news during the Christchurch by-election a couple of months ago, you may have already heard about Alfred Chicken and his daring antics. The Sun made quite a scoop out of Alfred standing as one of the election candidates, claiming that it was a waste of tax payers' money to allow an election campaign to be used for advertising purposes. Maybe so, but it did actually work – Alfred is already quite a well-known star and the game hasn't even been launched yet!

The game itself is very bright, pleasantly cheery and teeming with humour. Taking control of the chicken you embark on an exhausting 21-level rampage through enemy infested platform-based landscapes and waters as you search for kidnapped chicken eggs. It gets even more weird when you discover you are the protégé of a giant talking sunflower by the name of Mr Peckles who happily chunters to himself whilst sitting in a flowerpot!

FINGER LICKIN' GOOD

But Bill And Ben this isn't, the game is extremely hard and full of serious enemy bashing – certainly not something you would see on children's BBC. Mindscape hopes that this game will appeal to gamers of all ages with its challenging difficulty level, and not just youngsters who will be attracted by the cuteness of the chicken.

The actual Alfred sprite is quite small allowing you to view large amounts of the sprawling levels at any one time. Each of the 21 levels are vast in design with a wide range of secret levels, short cuts, hidden platforms and switches all adding to an entertaining puzzle element which weaves throughout the entire game. Similar to any good platform game, there are also numerous bonus levels and of course the customary end-of-level guardians which neatly wrap the gameplay up.

ALLIE

(Left) Throughout the game you'll see these little odd-shaped balloons. When the balloons are pecked, restart points are activated for in the unfortunate event of Alfred dying. Perish the thought!

Alfred can't bounce on his adversaries' heads, à la Mario, instead he must use his bionic beak and dive-bomb them to safely pass

There are plenty of puzzles scattered throughout the game. In the one pictured above, Alfred has to push the pressure pad using the wrecking ball and a switch with small arrows on it – intriguing!

PREVIEW

YOGI BEAR

WOODLAND ANTICS IN JELLYSTONE

Who hasn't heard of Yogi Bear? Hanna Barbera's mischievous bear with an appetite larger than the Atlantic ocean is the next animated hero to be immortalised in his own computer game. With the help of his trusty companion Boo Boo, Yogi is about to set off on a platform-based rampage through the wilderness of Jellystone Park.

BEAR BOTTOM

This time Yogi isn't rushing around trying to stuff his face, he is instead trying to save Jellystone Park from being turned into a massive chemical plant as Empire tackles an environmental theme. Awoken from a deep slumber by best pal Boo Boo, Yogi must battle his way through five different terrain and a multitude of woodland creatures as he attempts to alert Ranger Smith of the impending danger.

Littered with various opponents such as ghosts, savage bunnies and weasels, each level presents quite a challenge to dear old Yogi, but being quite an agile grizzly he can easily see them off by leaping on top of their heads. Like most platform games there is also a wide variety of secret sections waiting to be discovered in the higher reaches of the levels, each holding bonuses such as health replenishing pieces of cake and extra time.

GENTLE BEN

The game also allows you to take a dip in Jellystone's rivers, in which you will have to swim skilfully in order to avoid various opponents which loiter in the watery depths, trying to thwart your mission. I say 'will' because as yet they have not been included into the game design.

Although very early on in its development (the version you see here is roughly two-thirds completed), Yogi Bear is already looking rather nifty with its woodland backdrops and cuddly characters. Yogi himself is a cheeky little sprite who has retained all that bouncy personality seen in the cartoons, and Boo Boo's just as dopey as ever!

Unfortunately we won't be seeing anything more solid on Yogi Bear until well into 1994, however we will of course keep you informed as to how the development of the game is progressing in future issues of Super Control.

ALLIE

Jellystone's woodlands are haunted, as Yogi soon finds out when confronted by these ghosts

(Below) Yogi Bear is nowhere near finished yet and although most of the backgrounds are completed, some of the sprites have yet to be added to the game

(Below) By following trails of hampers Yogi can find secret platforms, bonuses and other such goodies that he would have otherwise missed

(Below) Cute woodland bunnies...or are they? Unfortunately, these fluffy carrot crunchers are out for blood

You can change your player line-up on this screen which resembles the old table football games from years back

HERE WE GO, HERE WE GO, HERE WE GO

EM SOC

Just in time for the World Cup, Empire will be releasing its cunningly titled Empire Soccer for all you Super Nintendo soccer fanatics. Whether England actually gets to the World Cup doesn't seem to bother Empire, it simply believes in producing a quality football game that will be popular with the punters.

(Below) To create a realistic feel, you can see the roof of the stadium when you reach the edge of the pitch

RED LORRY, YELLOW LORRY

The game will have a lot to compete against, with Sony unleashing the highly acclaimed Sensible Soccer and Accolade getting ready with its version of Pelé, both of which are aiming to tie-in with the World

Typical – the ref gets in the way as the ball is passed between players when he should be paying attention to that foul!

Hold your bits, boys! Line your player up using the cursor as you strike for goal

PRE CCER

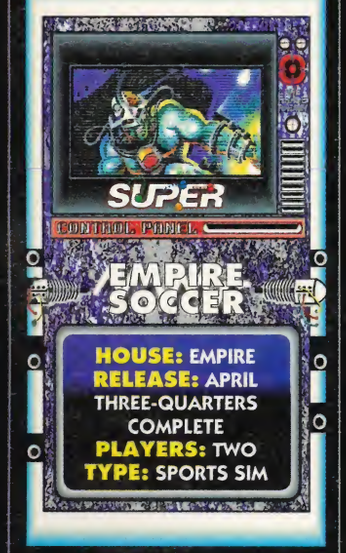
Cup next year. But which one is going to come out on top, each one being a worthy contender for the winner's cup?

Empire Soccer is definitely having a good go for this title. Based on a league system, you must battle against other contending teams through qualifying rounds until you make it to the finals. All qualifying countries for the World Cup are here, so at least England will get to play in the World Cup even if it is only in a computer version!

BALL CONTROL

Whereas most football sims have the ball sticking to the sprites' feet during play, Empire Soccer favours a more realistic approach by ignoring this option. As a result of this the game is quite difficult to get to grips with and might not be ideal for novice players. However, there are numerous special shots available such as banana kicks, power drives, snap shot and the super dribble where for a short while the ball will stick to your players' feet.

The sprites are surprisingly large in comparison to the screen size and along with the inclusion of the stadium roof jutting over the pitch's edge, you get quite a realistic 'feel'. The screen scrolls quite smoothly, control of the players is fairly intuitive and even your controls can be customised to suit your style of play. **ALLIE**



PREVIEW

SPACE ACE

SPACE ACE IS NOT WHAT YOU WOULD EXPECT

Like the other versions of Space Ace, the graphical content again captures that familiar style, thanks to artist Don Bluth

Oops a-daisy. Sorry mister, I didn't see you there. I suppose that's what I get for riding on the pavements

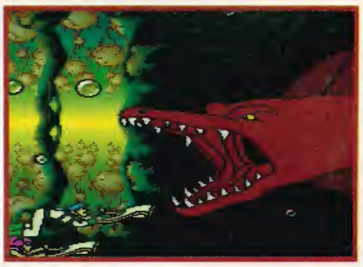
Space Ace games were big favourites in the arcades years back, with their precision timed gameplay and heavily stylised cartoon graphics. Many a frustrating day was spent trying to master the intricate moves needed to propel you through the game as you calculated which way to direct your character in the interactive game.

However, the transition to the ST and Amiga warranted less favourable reviews. The style of gameplay did not come across at all well – simple taps on the joystick at required points to avoid some animated danger or other failed to be as entertaining or challenging as its arcade counterpart.

The gameplay for Space Ace has been altered somewhat for the SNES to create a more diverse game. Now we see a more conventional console product with increased player interaction throughout a wide variety of platform structured levels.

FINAL FRONTIER

This version of Space Ace spans 25 'proper' levels utilising seven different themes. Included are platform levels involving much dodging of laser-firing droids before the screen pushes you to your death, as well as shoot'em-up sections, racing levels and a Mode 7 extravaganza in which you guide a small ship through a warp maze similar to the game On The Ball.



Dex has finally rescued Kimmy, but now has to guide her past all these hungry underwater eels

As seen in the original version, the hero Dex has been transformed into a child and must challenge the mighty Borf and rescue the beautiful Kimmy. At various points in the game Dex can power up to his former self, make use of a laser gun and blast the opposition away rather than just dodging enemy advances.

The graphics are typical of the talents of original Space Ace creator, Sullivan Bluth Studios. The colours are bright, the sprites are large and even though the game is only 8meg (although heavily compressed I am told) everything scrolls reasonably fast as well as smoothly.

Keeping one step ahead of these droids is no easy task, one wrong step and you're either fried or taking a long plunge to your death

ACES HIGH

The overall design of Space Ace has changed considerably from the first laser disc incarnation, but the basic structure remains one of timing and precise moves. Many of the levels scroll whether you move or not and because of this you are always trying to keep one step ahead to avoid being pushed off one of the platforms.

Most of the opposition within the game follow a set pattern and it is possible to learn their moves, but due to the varied nature of the levels it will be quite hard to anticipate every move. It will be very interesting so see this as a final, completed version when we can really get to grips with the improved gameplay. **ALLIE**

HOW TO BUILD AN EMPIRE

Entertainment International was set up in 1987. With its publishing brand name, Empire Software, it has dug a firm foothold in the home computer games market. With successful strategy sims and adventures such as Team Yankee, Megatraveller and Campaign, Empire is now moving into the console world with these three releases for the Super Nintendo platform.

These three titles are merely the beginning – Empire plans to move onto even brighter and better things, more details about which cannot unfortunately be revealed yet!

A few months back there were serious doubts regarding the future of third-party publishers for SNES software, after EA opted to pull the plug on all its Nintendo development. Empire, on the other hand, is spreading its wings and launching into the 16bit console with fervour. Look out for more of Empire's titles in coming issues.

Dex is armed with a gun, but only when he is powered-up – as a child he has to rely on his nimble reflexes alone

This geek looks like an old school headmaster I once knew, warts and all!

Over in America Frankie gets a hostile reception from the local police force

The map shows the locations which you have to travel to locate all of Bitsy's bodily parts

My, what lovely teeth you have. Now how about a kiss, darlin'?

DR FRANKEN

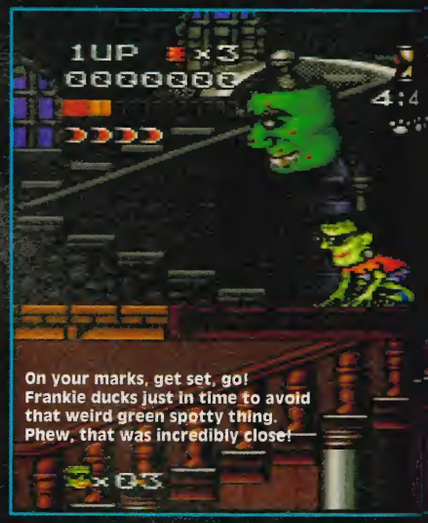
HORRIFYING GAME OR JUST HORRIFYING GAMEPLAY?

After starring in his own successful Game Boy title, Frankie has now crossed the supernatural barrier and materialised on the SNES. Everyone raved about Dr Franken on the NES, but if it was anything like this version I can't see why.

When I first started playing this I was surprised how similar it was to T*HQ's Wayne's World. This would be OK if Wayne's World was good, but as we all know it is a load of rubbish.

I was always under the impression that the whole point of playing video games was to have fun and relax a little, however after a long bout of playing Dr Franken I was so frustrated that I nearly threw the Super Nintendo out of the window, and Andy along with it (just for the hell of it). Relaxing it certainly ain't!

Scary scary! It's dark, but for some reason Frankie emits radioactive light so that he can see where he is going



On your marks, get set, go! Frankie ducks just in time to avoid that weird green spotty thing. Phew, that was incredibly close!

He's in Egypt and he's got that strange glow again. This level is quite nasty because spiders unexpectedly drop from the ceiling and just suck away your health

BODY-TRAFFICKER

The story behind this title is just as bizarre as the rest of the game. Frankie and his beloved girlfriend Bitsy decided to take a holiday, but unfortunately Bitsy didn't have a passport. In an amazing stroke of lateral thinking, Frankie took Bitsy apart and posted all of her pieces separately to New York, as you do. Due to Frankie's inept stupidity and the unreliability of the Transylvanian postal service, Bitsy's bits have been scattered all over the country, and so Frankie must travel around trying to gather the pieces and put his girlfriend back together again.

NUTS AND BOLTS

The first level of the game is set inside Dr Franken's castle in Transylvania, where Frankie must jump between the platforms and climb up and down the stairs avoiding all the other occupants of the house while looking for the four pieces of his missing passport.

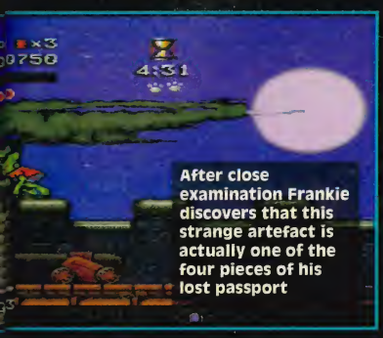
The first level is not very big and so is quite easy, but finding the exit is another matter completely. Throughout this level there are lots of assorted meanies, all of which are after Frankie's blood (assuming he has any).

As we all know, Frankenstein's monster was a dab hand at the old martial arts (Eh??), because Frankie has a couple of good kicks in his repertoire. One swift blow will sort out any aggressor, however it is more than likely that they will drain Franken's energy. Tapping into his electrical powers enables him to shoot fireballs, but this can only be done a certain amount of times.

Sometimes when the monsters die they will leave behind a useful item such as a battery that can be used to recharge Frankie's energy, or other such stuff that provide different bonuses. This means that although the game is annoyingly difficult, it is possible to progress through it slowly, taking on each monster in turn and picking up the helpful items they might drop.

After finishing a level a map will appear and two new destinations will be shown. Both of these will be harder than the previous level so it doesn't really matter which route is taken. Eventually all of Bitsy's pieces will be found and relocated which means it is possible to travel to the place on the map marked by a black door – the final levels. The first levels were tough, but the

Look at the size of your crabs. © Rich's Strangely Obscure Captions Company 1993. Number seven in a set of 84



Not only does Frankie think he's Jackie Chan, he's convinced he is Guile as well!

Maybe if I hide behind this cannon it won't be able to see me and I'll be able to carry on without a fight

last levels are even more frustratingly difficult!

Normally I would like this sort of affair, but Frankie is just too vulnerable and is always getting hit and dying. It is very off-putting when you keel over and die after being hit unfairly for the 100th time. The fact that you only get three lives and that there aren't any continues doesn't help either.

SHORT CIRCUIT

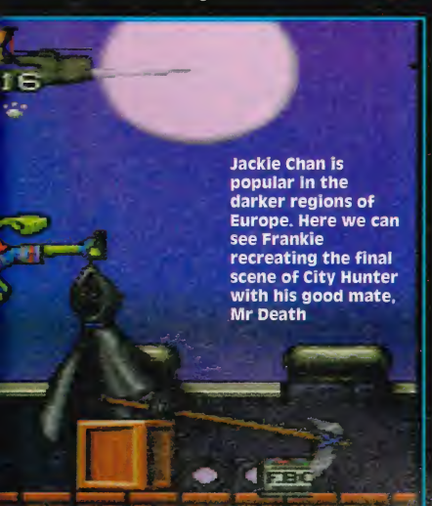
This high frustration factor is such a shame because otherwise the game would have been pretty good and could have scored a lot higher than a mere 55 per cent. Apart from the difficulty level, everything else is fine. The graphics are dodgy in places but in general they are very good, especially the backgrounds.

I wouldn't go so far as saying that Dr Franken is a bad game, it's just that it is very unoriginal and totally infuriating. There is no excuse for this when much better games have been around for a long time. **RICH**

As Rich says, Dr Franken isn't the most original Super Nintendo game to appear this month, and it is a little too frustrating in places. It's not that we don't relish a challenge in a game, but it would seem there's a very fine line between a challenge and an overtly frustrating game, and Dr Franken crosses it. The lack of an energy bar or three lives is Dr Franken's only major shortcoming – what remains is a very playable game complemented by some really nice-looking graphics. All I can say is that a few minor gameplay tweaks would have meant a higher mark, but as it is I'm afraid it's a little too frustrating to merit a positive nod of approval. **ANDY**

Oh look, there's a drum in the middle of this cave. What's the betting it acts as a trampoline?

After charging up his inner energy, Frankie unleashes lethal electricity bolts



DR FRANKEN

HOUSE: *ELITE*
ORIGIN: *OFFICIAL*
PRICE: *£44.99*
PLAYERS: *ONE*
TYPE: *PLATFORM*

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

55%

SUPER CONTROL

SOUND	7
GRAPHICS	8
GAMEPLAY	5
LASTABILITY	4

ENERGY HIGH

- Looks good
- Sounds good
- Lots of stages

ENERGY LOW

- Very annoying
- No continues
- No password system

ALTERNATIVE SYSTEM

There are hundreds of platform games around for the SNES, and most of them are better than this. Most of you will already own Super Mario World, but what about something like Mario All-Stars (91 per cent)? All-Stars contains four top platform games on one cart, which can't be bad!

COOL SPOT

Cool Spot is another dip into the quagmire of SNES Christmas releases from Virgin. It isn't the most original of games (a platformer), but some excellent character animation helped it sell by the bucketful when it first appeared on the Mega Drive last summer. The SNES version appears to be identical in every way – including a sponsorship deal with 7-UP in America.

Cool Spot is one of a massive dynasty of Spots who find one day that they've been captured by a bloke called Wild Wicked Wily Will and locked in cages as part of an attempt to prove to the world that the Spot race really does exist. Taking control of Cool Spot, who escaped capture because he was surfing (hmmm), it's up to the player to liberate all the trapped Spots before Will takes them into captivity forever. Unoriginal? Well, you decide.

SOAP DODGER

Cool Spot legs it around 10 differing worlds and bonus levels collecting Cool Points. Depending on which difficulty level you decide to play on, a varying percentage of Cool Points must be collected before Spot is prompted to find the cage holding a fellow Spot and release him.

If 85 per cent of all the Cool Points available are collected, then Spot qualifies for the bonus level where extra lives and energy can be collected and (more importantly) a letter of the bonus word 'UNCOLA' (on the American version) which double as credits and allow play to continue should Spot use all of his three lives. If the game is completed with all of the word spelt then the age-old 'proper' ending can be seen. It may not be very original, but then there's the graphics...

When I say graphics, I mean animation. Cool Spot contains the best looking and moving hero I've ever seen on the SNES. This little red thing cleans his glasses and pulls a face should you ignore him for a while, and his walk has to be seen to be believed! Anyone who's seen the Mega Drive version will know exactly what I mean – here we have a genuine character rather than just a nice-looking sprite.

Luckily for Virgin, the little character distracts attention from some very substandard backdrops. Lack of imagination and colour is the order of the day here, with some levels being repeated a couple of times with a different layout and darker colours! That said, the great lead character and superbly drawn enemies more than compensate for this, and the little extra spark of originality they show does go some way to rescuing Cool Spot from being just yet another lifeless platform game.

Sound is barely worth mentioning. I got the impression that the Mega Drive sound had been copied almost note for note. The SNES has heard better music than this and is quite capable of some excellent sound providing the programmer is patient enough. Sound effects are a little better, usual shooting noises are coupled with some hilarious bubble popping and Spot's trademark squeak which he takes

OXYCUTE 'EM!

Upside-down babies, portraits and floating fat people with helicopter hats on. Another normal day in Rich's happy house

Never one to bear a grudge, Spot offers some suntan lotion to a passing hermit

Spot lets fly with some hardened Oxy 10 bombs, while a crab vainly attempts to nick his shades

The small hand prompts Cool Spot to go in the right direction to the cage. Yikes! Look out for that rodent's sticky cheese!

> Cool Spot eh? It looks great and plays well, but at the end of the day it's just another platform game. The only differences between this and the Mega Drive version are cosmetic. This should have been so much better than it is. It seems that more emphasis has been placed on the graphics than the playability, which is a shame. OK, so it's playable, but the gameplay doesn't change at all and as a result it gets very boring. Play it a few times and you will chuck it away and never play it again. For platform game fans only.
>
> **RICH**

Trapped in a bubble, Spot can float upwards for a short while (until this happens and he falls to a horrible death)

Swinging from an old German barrage balloon, Cool Spot prepares to give Fritz a taste of his own medicine

The intro, apart from being a blatant advert for 7-UP, is just a small sample of Cool Spot's excellent presentation

If you hadn't already guessed, this is a big toy-box-like level. Elvis lives. Long live the King

great delight in doing when the slightest injury is inflicted on him.

THE SCARLET PIMPLE

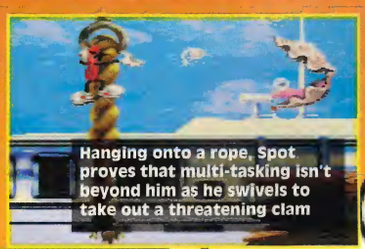
As I've mentioned, Cool Spot is by no means original. All of its features can be found in some shape or form in the countless other platform games available for the SNES. Let's face it – jumping from platform to platform while shooting different nasties has been grossly overused, and on top of this Cool Spot doesn't have much in the way of variety either, with only a couple of levels that look any different from the rest.

Nevertheless, Cool Spot does have an inexplicable charm that just draws the player in, and if you like platform games you'll be spoilt with both this and Mario All-Stars on the shelves.

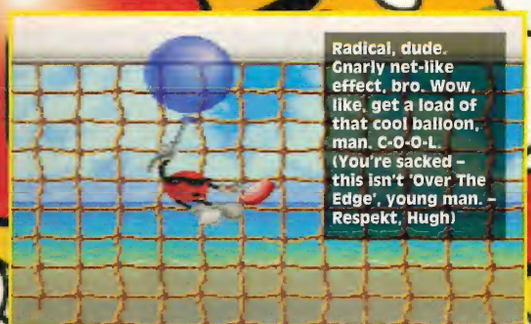
ANDY

65 per cent cool and I'm ready to spring my mate from the slammer. OH NO, what have I done? My wife's gonna kill me!

Taking time out to clean his shades before embarking on the next level...now that's cool

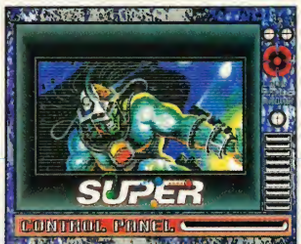


Hanging onto a rope, Spot proves that multi-tasking isn't beyond him as he swivels to take out a threatening clam



Radical, dude. Gnarly net-like effect, bro. Wow, like, get a load of that cool balloon, man. C-O-O-L (You're sacked – this isn't 'Over The Edge', young man. – Respekt, Hugh)

Peering into Allie's tape deck, Spot notices ANOTHER crap Queen album



COOL SPOT

HOUSE: *VIRGIN*
ORIGIN: *IMPORT*
PRICE: *£44.99*
PLAYERS: *ONE*
TYPE: *PLATFORM*

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

82%

SUPER CONTROL

SOUND	7
GRAPHICS	8
GAMEPLAY	8
LASTABILITY	7

ENERGY HIGH

- Marvellous animated characters
- Very polished product

ENERGY LOW

- ANOTHER platform game
- Lacks variety

ALTERNATIVE SYSTEM

The alternative has to be Mario All-Stars (91 per cent). This contains four games on one cartridge, all featuring everyone's favourite plumber. For the same price as Spot you get four innovative and exciting games – and that's as close to a guarantee of satisfaction as you can get.

THANKS TO CONSOLE PLUS (0532) 500445

PUTTING PEN TO PAPER

Behind each game produced by Westwood there lies a skilled team of artists and designers. Coming up with an original concept usually falls to the designer and in Merlin's case this was Louis Castle, one of Westwood's founder members. The ideas are then passed to the artists who inject their own touches into this basic structure.

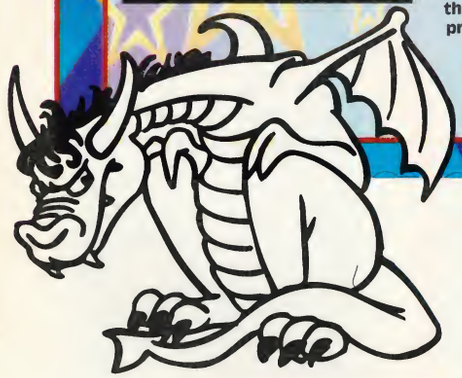
The artists and designers work very closely in order to incorporate as many of the initial ideas as possible, however the artists pretty much have a free reign over the way the game looks and in this case, how the puzzles are to be implemented graphically. The artists first come up with pencil sketches of both the playing areas and the characters within the game and then create storyboards to show how the gameplay will flow.

All this information then moves on to the programmers where all the complicated mathematics and algorithms are worked out. All machines have programming restrictions, so the programmers tell the designers what each machine's capabilities are. Ideas then get thrown around until a formula that works is found, so the ideas that come out of the designer's office aren't always the ones that end up in the game.

However, with Young Merlin the programmers found the SNES a joy to work on and were able to include practically everything given to them, as well as some of their own ideas. At present they're bashing ideas around for Young Merlin 2, but with a totally new approach in mind. However, if the first game succeeds, they agree that the formula won't be altered much, it will simply be upgraded a little!

Finally we move to the music department. Westwood believes that in many games the music and sound effects are an afterthought bolted on using whatever memory remains, and that's why its musicians are in on the design from the start. After seeing how the game is to be structured, the musicians then get to work on compositions and digital sound effects that will be included after the product leaves the programmers.

Working this way, the programmers knew that 4megs of space had to remain free for inclusion of all audio effects.



Employing 60 people and situated in one of the nicer parts of Las Vegas, Westwood Studios is a thriving development house producing games for the PC, Mega Drive and more recently the Super Nintendo. Created by Brett W Sperry and Louis Castle in 1985, Westwood Associates originally converted games between platforms, soon progressing to the production of its own original designs.

By hiring a couple of other artists and programmers, Westwood began work for software companies such as Electronic Arts, Tengen, Accolade, Activision and Walt Disney Software. During this period Westwood produced classics like Eye Of The Beholder I and II, Battletech I and II and Warriors Of The Eternal Sun.

YOUNG

A YOUNG VIRGIN IN THE DAYS BEFORE EXCALIBUR

Young Merlin is a "whimsical fantasy adventure for a totally different market," so says Louis Castle, Vice President of Westwood Studios. Louis continues "The gameplay is constantly changing. We incorporate variation by switching between combat, exploration, mazes, mine-cart rides, secret bonus sections and time limits when underwater. In this way the player experiences continuous but different kinds of pressure".

Over the two years of its design and development, Young Merlin has evolved from strictly an adventure game into a comical arcade-style action adventure which takes influence from the Mega Drive's Toe Jam & Earl game, Zelda, Alice In Wonderland and Steven Spielberg's Temple Of Doom movie. It focuses on the exploits of Merlin, legendary wizard to King Arthur and the court of Camelot as he struggles to get to grips with the art of magic in his younger days, incorporating the distinct humour and graphical style seen in Disney's animated movie, Sword In The Stone.

ELVIS LIVES?

The game was originally titled Elven Hollow, and the main character's name has changed from Brandon to Gage and even Axl during the game's initial stages. As a 16meg product, the levels span a great distance and the sprites are plentiful in their numbers – programmer Barry Green was quick to boast that Young Merlin has 600meg of raw programming dedicated to its complex design.

Taking control of Merlin, it is your task to stop your kingdom being gobbled up by an evil Shadow King who wants the mystical land for his own. By making use of various magical objects, spells and gems

Whilst underwater you are pressured by a time limit, illustrated as the amount of air left. The object here is to get to the surface as quickly as possible by finding mermaids who give you a revitalising kiss filled not with passion but life-saving air!

WITH THANKS TO ALL AT WESTWOOD STUDIOS, VIRGIN GAMES UK AND VIRGIN GAMES USA

HEADING WESTWOOD

As its popularity and reputation grew, Westwood began hiring more and more people including some talented artists from both the Disney and Hanna Barbara studios. Eventually its team consisted of a wide variety of top-class programmers, artists, designers, writers and musicians all striving to tackle new platforms as they emerged.

One of Westwood's primary beliefs is that games should be entertaining and not simply technical achievements. Therefore, it searched to forge a relationship with a software house to enable it to focus on producing a steady flow of entertaining games for all platforms. Virgin Games was an ideal choice and the two companies joined forces in 1991, when Westwood became a wholly owned subsidiary of Virgin Games.

Here we see an overview of West Wood, the first level found in Young Merlin. Considering this section's enormity, just think how big the rest of the game is!

G MERLIN

Young Merlin ventures through a wide range of landscapes including this beautifully drawn cavern. You can clearly see that graphical inspiration has come from the Disney movies and cartoons

In the dungeons, push blocks out of the way to create a passage through the rooms. Here you must be careful which blocks you push or you could block your path in this maze-like section

you must unravel puzzles, avoid the King's armies, beat gigantic guardians and follow up on clues offered throughout the multi-planed 3D landscapes in order to gain access to the Shadow King's lair. As puzzles are solved you will be catapulted through a wide variety of locations including maze-like caverns, mermaid-infested lakes and mines riddled with dead ends and trolls.

Initially the game is very linear with a low learning curve and an animated tutorial mode to help explain the control system and point the gamer in the right direction. The designers placed little importance on the manual, believing that most kids don't even bother with them. "If they can't play and get into the game immediately, they don't want to know at all," claims Louis.

GO WEST

Because of the developers' desire to create a universally accepted product, there is a distinct lack of 'real' speech and text within the game. To convey the story-line without putting up language barriers, all sequences outlining the story are shown as complex animated sections with muffled speech. Louis feels that games such as Zelda give everything away in the accompanying text, removing much of the challenge, therefore he hopes that greater enjoyment and challenge is injected into the gameplay of Young Merlin by the absence of text.

ALLIE

Various magical spells and items can be used to trick and outwit the enemy, even washing-up liquid bubbles can be blown to confuse the little ankle-biting meanies

Merlin climbs aboard a mine cart and scoots along miles of track to retrieve valuable gems, searching for warp tunnels while avoiding trolls and their dynamite

At the end of every level there is a comical guardian who blocks passage to the next section. Naturally, only by overcoming him can you progress to the next level

Look out for those camouflaged frogs that lurk under the tree

While attempting to catch Winnit, Dennis narrowly avoids a large sack that dangles on a heavy chain. Off a ship

Erm. Steam, peashooters and orange blobs. It's Rich's bedroom!

7.10AM: YOU'RE WATCHING THE BIG BREAKFAST, IT'S TIME FOR...

DENNIS

It's panto season. Behind you! Behind you! It's Danny La Rue in a squirrel outfit

He's small, blonde and he owns a dog called Winnit. He's Dennis, and for the past year or so has been subject to some horrendous overkill at the hands of Channel Four – let's face it, what other cartoon series is shown seven days a week? Dennis (the American version) actually originated before our very own Dennis the Menace, and this year the film of the cartoon finally appeared. Walter Matthau starred as the young hero's long-suffering neighbour Mr Wilson, with a little git whose name escapes me playing the part of Dennis (but he only got it because Macauley Culkin asked for too much money). Anyway, onto the game.

Unsurprisingly, Manchester giant Ocean obtained the rights to Dennis the computer game the moment the film was announced. With its recent string of quality film tie-ins (Jurassic Park, The Addams Family), many people hoped that when the game finally appeared it would be better than the movie. The player takes control of Dennis on a mission to retrieve Mr Wilson's antique coin collection from Switchblade Sam, who has also snatched a couple of his friends too.

His mission begins in Mr Wilson's house, from where he must escape to begin his adventure properly. Once Mr Wilson's house is completed it's onto the four remaining areas – the park, boiler, sewers and the woods, each of which consist of four areas with the fourth featuring an end-of-level boss. To complete a stage, five antique coins must be collected which are dotted randomly around each stage, the fifth coin collected being the ticket to the next level.

ROUSSOS

THE GYM TEACHER
Dash from side to side and shoot with the catty as he jumps towards you

THE SWINGING SCHOOLGIRL
Use the peashooter, varying the position you fire from each time you shoot at her to avoid the acorns

THE BIG FISH
Use the peashooter, then the catty. Floating platforms disappear occasionally, and those on each side don't hang around either

SWITCHBLADE SAM
Must be shot in the head, so use the peashooter. Run underneath him as he jumps towards you and quickly turn, jump and fire

Oh blimey, old Walter's holding you in some very suspicious places as he carts you from the screen. Nice slippers

The park. Our hero's trusty dog, Winnit, pulls him along in a heavy cart. Hello, hello? RSPCA?

In the boiler – and look at his matching boiler suit. Charming

Each stage is inhabited by all manner of curdlings, from big frogs and cats, to much more level-headed beings like common dormice and sticklebricks. Dennis has a choice of three weapons – a ploppy gun, a medium catapult and a well 'ard peashooter which must be used selectively to rid each land of its occupiers. Switches which activate floors and doors to move up and down must be used to complete each stage.

WATERMAN

Each stage is very well drawn and the sense of depth the graphics create on the parallax backgrounds is superb. Quite often though, a large proportion of the screen is left empty and as you may have noticed from some of the grabs here, this leaves what is on the screen looking very small and insignificant. Despite this, every sprite be it small or large, is very well animated indeed, especially the hero himself. Dennis charges around each stage smoothly and the animated peashooting and catty firing are excellent, as are the backdrops which actually have a lot more to them than meets the eye when studied carefully.

The opening stage in Mr Wilson's house may look very Home Alone-ish, but better graphics soon show themselves as each level progresses. The control method is basic and easy to master button-wise, but a tad too much inertia tends to spoil the game's enjoyment somewhat, especially in tight spots when Dennis is vulnerable after losing energy and subsequently falls through a platform of some description.

Although Dennis is a platform game, it does have a few magic moments where a break from the norm thankfully occurs, most notably in the park where Dennis rides on a cart pulled by his dog. Unfortunately, these more interesting sections don't appear as often as they should, so I'm afraid Dennis remains a straightforward platform maze game that's been graced with competent graphics.

THATCHER

Sound is barely audible throughout the game, and despite some clear digitised speech the title screen music is abysmal. Spot FX suit the action perfectly and like those seen in Pugsley's Scavenger Hunt are classic comedy at times (especially the cats). Presentation more than meets Ocean's high standards, and the usual variety of options are here. The continue option is annoying at times, especially when Dennis is returned to the beginning of a level each time a life is lost.

With Cool Spot and Mr Nutz currently doing battle with Mario All-Stars, you would be forgiven for thinking that Dennis is just another tie-in to look good on the shelves. However, I feel that Dennis offers a more than competent challenge to any gamer and certainly should not be overlooked by platform addicts. Andrew Deakin and Ivan Horn (making their Super Nintendo debut I believe) have created a fairly good game from what was a very weak film, and yet again Ocean has delivered three quality games at Christmas, but we're used to that from Ocean, aren't we?

ANDY

The problem with Dennis is that there are too many games of this type already available. Although it is by no means a pushover in terms of difficulty, I fail to see how anyone could find yet another platformer remotely interesting anymore. Dennis is a very nice-looking game and some of the sprite animation is superb, although as Andy says the music could be better. Ocean seems to have learnt all about quality no-nonsense presentation, which adds a sparkle to the game without being over-the-top, and overall the product is a very classy. However, I still can't help feeling that the game itself is too run-of-the-mill to be a classic.

RICH

This switch activates a floor to the left. Dash across before it disappears

A little mouse skips along a branch, as Dennis goes 'Sshh' in the woods

Legging it through the sewers with only a big dangerous goldfish for company

THANKS TO CONSOLE PLUS (0532) 500445

DENNIS

HOUSE: OCEAN
ORIGIN: OFFICIAL
PRICE: £TBA
PLAYERS: ONE
TYPE: PLATFORM/ADV

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

80%

SUPER CONTROL

SOUND 7

GRAPHICS 8

GAMEPLAY 7

LASTABILITY 7

ENERGY HIGH

- Smart graphics
- Good presentation

ENERGY LOW

- Yet another platform game
- Weak control method in places
- Poor sound

ALTERNATIVE SYSTEM

Mario All-Stars, Empire Strikes Back, Mr Nutz, Cool Spot etc etc – there are too many platform alternatives to mention. While Mario All-Stars steals the show over all, each of these games mentioned has its own qualities and this does give you more choice I suppose!

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ACCESS ALL AREAS

IT'S ANOTHER GUIDE SPECTACULAR...

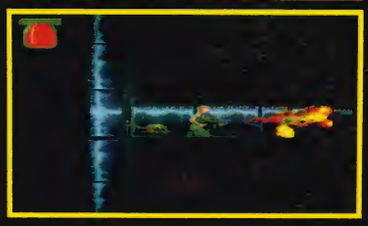
Yes indeed, the ever-expanding Access All Hairyass continues to devour the pages of Super Control in an attempt to form its own magazine. Our endeavours to combat this menace have so far failed, but rest assured we are doing all we can to shrink the offending pull-out section down to size.

After some tough negotiations with the AAA directors, we have managed to fill the growing pages with some classic guides of old in order to cater for all of you who inundate us with requests for help with older software. Apart from the fact it makes our job that much easier, it's also a shameless plug for the smart Super Control Games Exchange (see below).

So until next time, enjoy these tour guide specials. You may never see them again...

Alien 3 • Equinox • Star Wing • Star Wars • Ghouls 'n' Ghosts • James Pond • Batman • Bart's Nightmare • Mortal Kombat

ALIEN 3



BATMAN RETURNS

EQUINOX

This month, the Super Control **Games Exchange** is living on **page 12**. Apart from being right smart all-round, it's also your chance to get hold of one of the above games and complete it using its very own guide, printed in these pages. Surely that must rate as a guarantee of real satisfaction, and it only comes with Super Control. Honest.

ALIEN 3

GOING DOWN ON THE EXPRESS ELEVATOR TO HELL

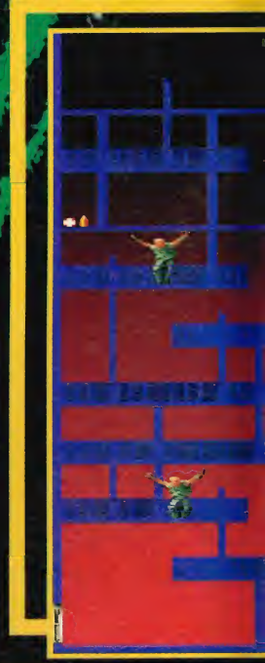
IN THE FIRST INSTALMENT OF THE SUPER CONTROL ALIEN 3 GUIDE WE DETAIL ALL THE MISSIONS AND OBJECTIVES OF THE FIRST THREE LEVELS

ASSEMBLY HALL 1

ALIEN CORRIDOR 1

WEAPONS ROOM 11

MINE AREA 22

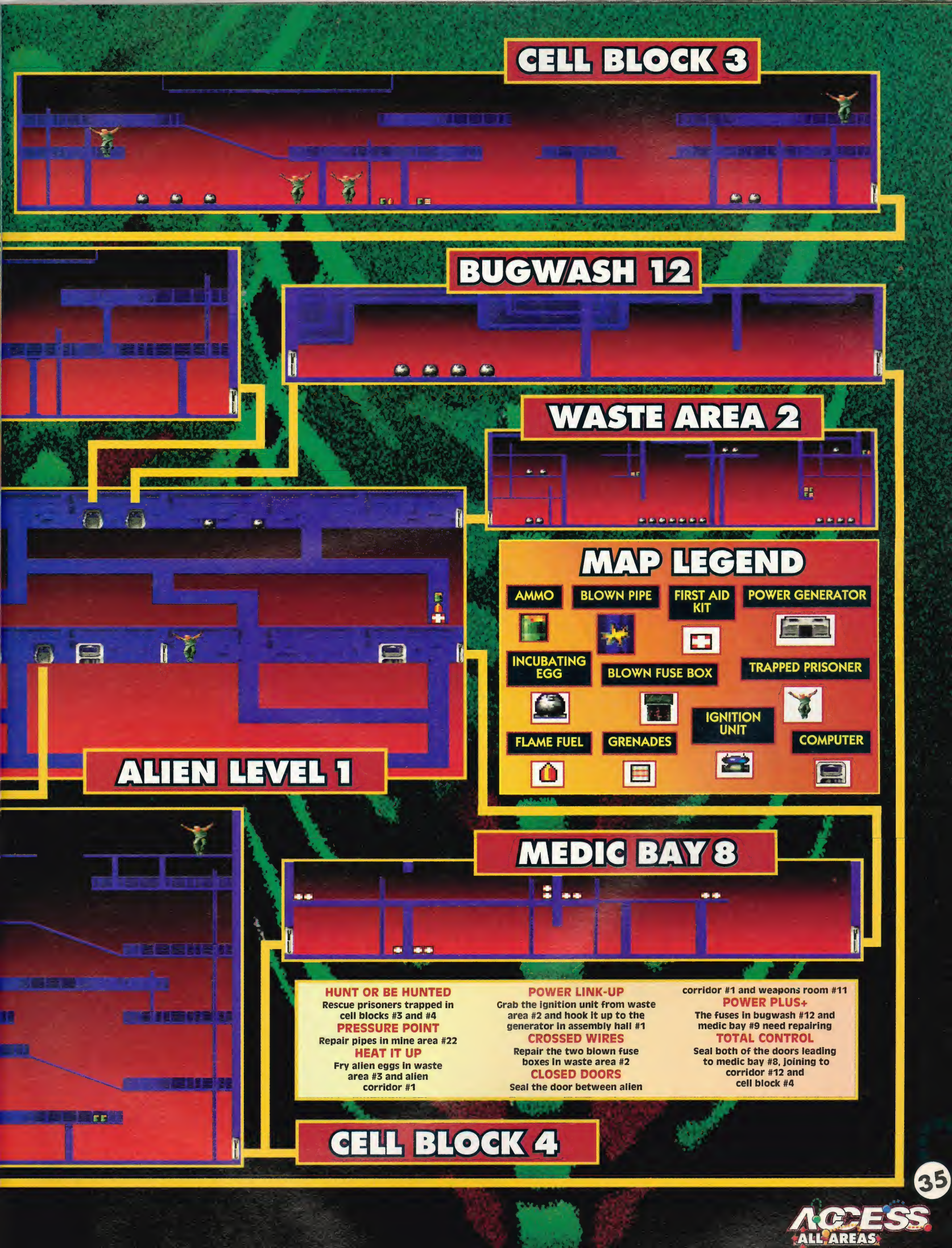


WASTE AREA 3

MEDIC BAY 9

Atmospheric and dark, Alien 3 is a superb blend of platform and shoot'em-up action. Taking elements of the film trilogy and bundling them into this whopping package, Alien 3 is tough – the missions are challenging and there lots of 'em! If you liked the film you'll cream over this. If you hate Alien, which I seriously doubt, you'll probably love it anyway.

83%



HUNT OR BE HUNTED
Rescue prisoners trapped in cell blocks #3 and #4

PRESSURE POINT
Repair pipes in mine area #22

HEAT IT UP
Fry alien eggs in waste area #3 and alien corridor #1

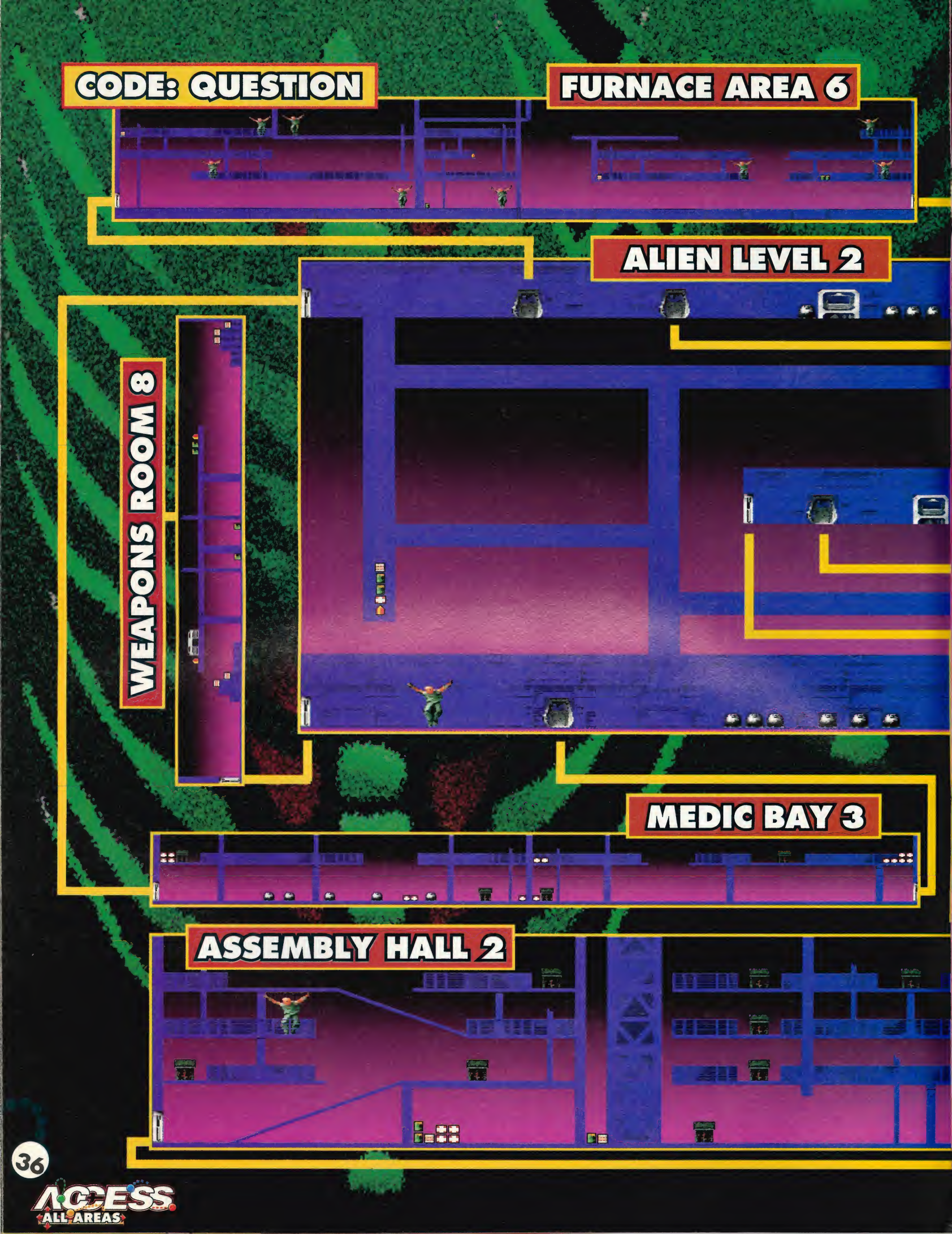
POWER LINK-UP
Grab the ignition unit from waste area #2 and hook it up to the generator in assembly hall #1

CROSSED WIRES
Repair the two blown fuse boxes in waste area #2

CLOSED DOORS
Seal the door between alien corridor #1 and weapons room #11

POWER PLUS+
The fuses in bugwash #12 and medic bay #9 need repairing

TOTAL CONTROL
Seal both of the doors leading to medic bay #8, joining to corridor #12 and cell block #4


CODE: QUESTION
FURNACE AREA 6
ALIEN LEVEL 2
WEAPONS ROOM 8
MEDIC BAY 3
ASSEMBLY HALL 2

BUGWASH 8

CELL BLOCK 5

FURNACE AREA 7

POWER TO THE PEOPLE
Grab the power pack from hanger bay #4 and link it up with the generator in weapons room #8

DEPTHS OF DESPAIR
Make your way to bugwash #8 and repair all of the blown pipes to restore pressure

360 DEGREE ACTION
Torch the eggs in alien corridor #2 and weld the door to corridor #10 shut

MERCY MISSION
More prisoners need rescuing from furnace area #7

ON A SHORT FUSE
Once again the power is out. Repair the fuses boxes in medic bay #7

MISSION IMPOSSIBLE
There are loads of cocooned prisoners in furnace area #6. Find them and set them free

WATCH YOUR BACK
All the fuse boxes in assembly hall #2 must be repaired

ALIEN CORRIDOR 2

HANGER BAY 4

CODE: MASTERED

ACTION REPLAY CODES
Infinite Energy: 7E124464
Infinite Bullets: 7E15D463

READY AND WAITING
There's a mother alien getting ready to lay eggs in surface area #6. Get up there and destroy her, quick!

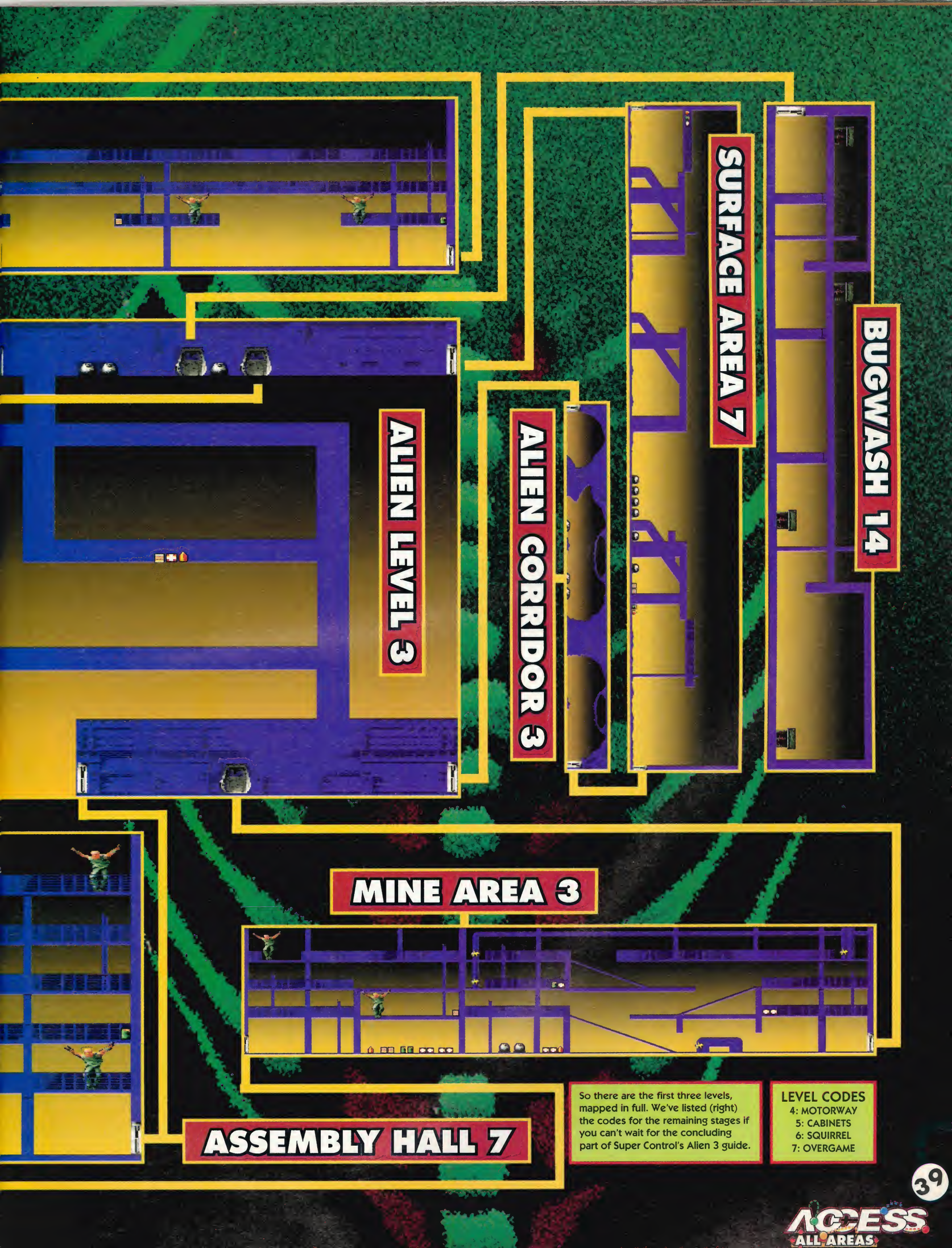
OPERATION RESCUE
Rescue all the prisoners trapped in cell block #6 and assembly hall #7

SLAUGHTER 'EM HIGH
Stop the aliens from breeding by frying the eggs and killing the mother alien lurking in surface area #7

OPERATION NEPTUNE
Restore the system pressure by repairing the blown pipes in mine area #3

SYSTEM FAILURE
The lights are dim and the power is out. Repair the fuse boxes in medic bay #5 and bugwash #14

DOWN TOWN
To stop the aliens from spreading, seal the doors to alien corridors #3 and #4. They lead to surface area #7 and mine area #3



So there are the first three levels, mapped in full. We've listed (right) the codes for the remaining stages if you can't wait for the concluding part of Super Control's Alien 3 guide.

LEVEL CODES

4: MOTORWAY
5: CABINETS
6: SQUIRREL
7: OVERGAME

ALIEN 3 PART 2

MORE KY JELLY THAN AN ANN SUMMERS' PARTY

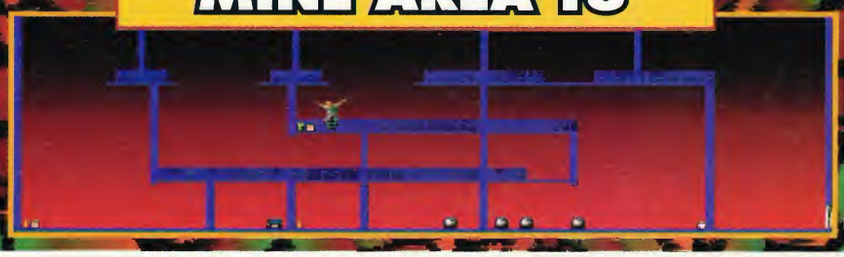
PART 2 TAKES YOU THROUGH THE FINAL THREE LEVELS OF ALIEN 3 WHERE YOU'LL FINALLY CONFRONT THE QUEEN ALIEN...

ASSEMBLY HALL 4

CODE: MOTORWAY

BUGWASH 1

MINE AREA 18



WASTE AREA 11

CELL BLOCK 10

SURFACE AREA 2

ALIEN LEVEL 4

MACHINE MANIA
Get down to waste area #11 and repair all the fuse boxes

FREE AND FRY
The aliens have cocooned more prisoners in cell block #10. Free the hostages and fry all the eggs

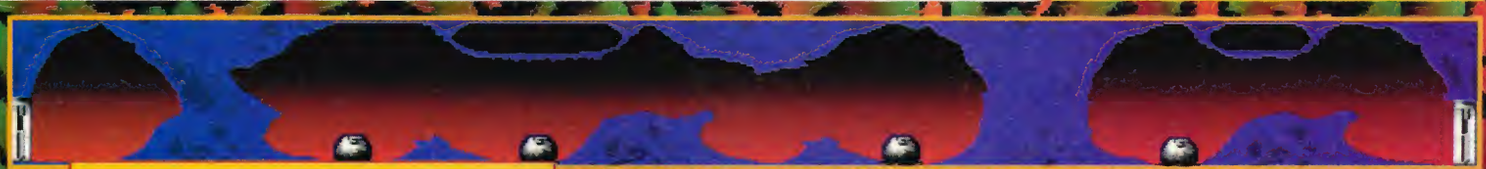
SUPER SEARCH
The generator in weapons room #14 has gone down. Slot the ignition unit from mine area #18 to repair it

ELECTRIC STORM
Repair all the blown junction boxes in assembly hall #4

SALVAGE AND SCORCH
Grab the power pack from surface area #2 and weld it into the generator in assembly hall #4

FIT TO BURST
Repair the ruptured pipes in bugwash #19

HOT TOAST
Get down to medic bay #1 and fry the incubating eggs



ALIEN CORRIDOR 5

WEAPONS ROOM 14

MEDIC BAY 1

WASTE AREA 10

WEAPONS ROOM 10

MINE AREA 2

CELL BLOCK 12

ASSEMBLY HALL 5

SURFACE AREA 9

ALIEN CORRIDOR 6

BUGWASH 15

MEDIC BAY 15

ALIEN LEVEL 5

CODE: CABINETS

MULTI RESCUE
Rescue the trapped prisoners in assembly hall #5 and mine area #2

ELECTRO SHOCK
The fuse boxes in cell block #12 and furnace area #8 have all blown – repair them quickly

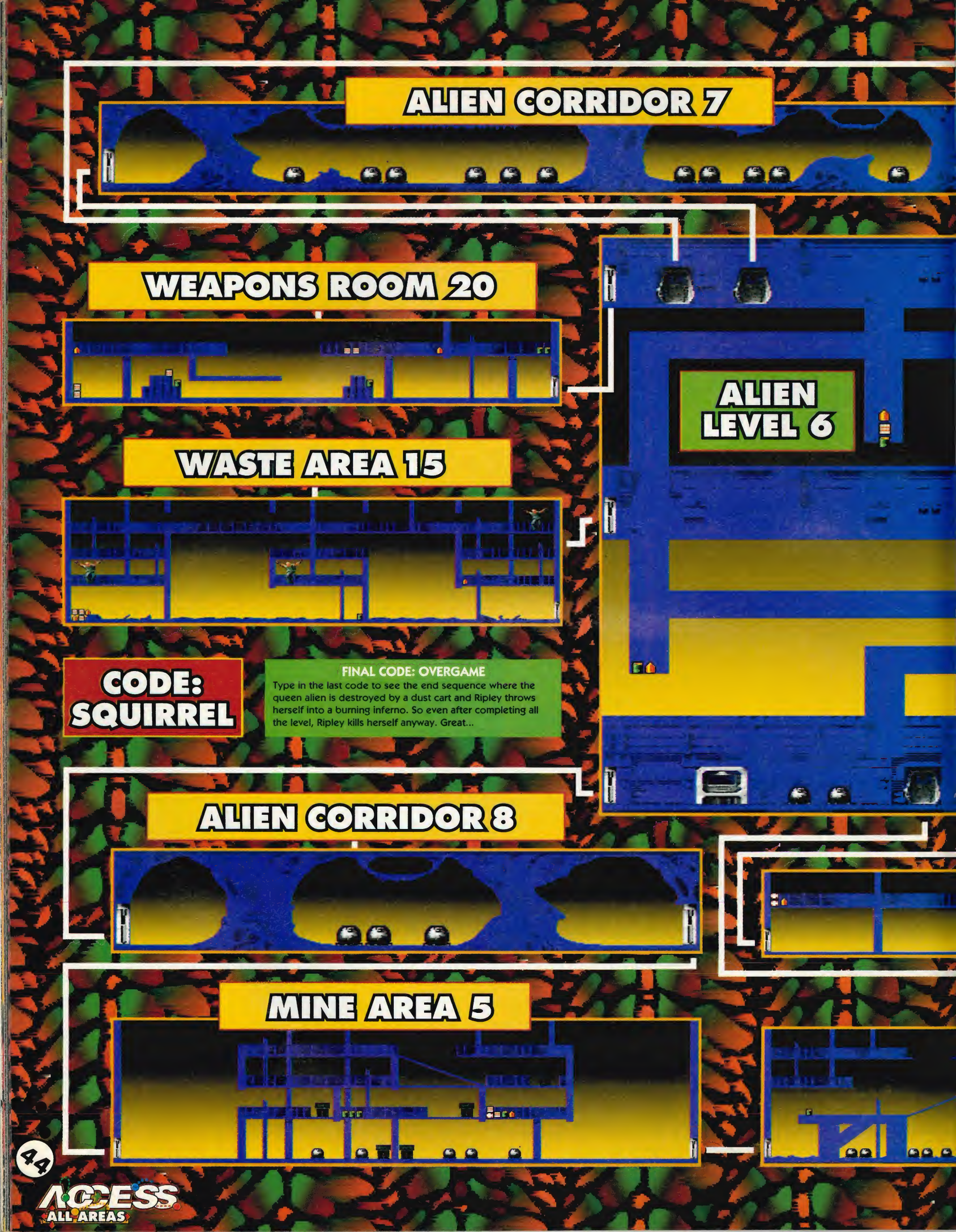
BURNING DESIRE
Take out the mother alien in waste area #10

TIPTOE SPECIAL
Creep down to bugwash #15 and burn the eggs

HUNT HIGH AND LOW
Pick up the power pack from surface area #9 and place it in the generator in medic bay #15

AMP CRAMP
Weapons room #10 – repair the fused junctions boxes

FURNACE AREA 8


ALIEN CORRIDOR 7
WEAPONS ROOM 20
ALIEN LEVEL 6
WASTE AREA 15
CODE: SQUIRREL
FINAL CODE: OVERGAME
Type in the last code to see the end sequence where the queen alien is destroyed by a dust cart and Ripley throws herself into a burning inferno. So even after completing all the level, Ripley kills herself anyway. Great...
ALIEN CORRIDOR 8
MINE AREA 5

FURNACE 1
ASSEMBLY HALL 10
HANGAR BAY 2
MEDIC BAY 12
SURFACE AREA 10
BLOCK OUT
Repair the junction boxes in furnace area #1
RAPID RESCUE
Rescue the cocooned prisoners from assembly hall #10 and waste area #15
SECURE AND TORCH
Destroy all the eggs in alien corridor #7 and secure the door on the right which leads to corridor #35
SMASH AND GRAB
Pick up the ignition unit from hangar bay #2 and link it up to the generator in furnace #1
CONFUSED
Repair the fuse boxes in mine area #5
RED HOT
The final mother alien is lurking in surface area #10. Kill her to complete the game
MAP LEGEND
AMMO
BLOWN PIPE
COMPUTER
FLAME FUEL
BLOWN FUSE BOX
TRAPPED PRISONER
INCUBATING EGG
FIRST AID KIT
POWER GENERATOR
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GUIDE GLENDAAL THROUGH THE FIRST FOUR WORLDS OF EQUINOX

DETAILED MAPS TO FOUR WORLDS OF EQUINOX

EQUINOX

The quite superb EQUINOX GUIDE with the best maps you're ever likely to see in any computer mag

MAP LEGEND

- APPLE
- WHITE KEY
- BLUE KEY
- RED KEY
- GREEN KEY
- POTION
- SCROLL
- BLUE TOKEN
- DUNGEON ENTRANCE

After breezing through Galadonia you'll reach the land of Tori. Consisting of 34 rooms you'll have your first taster of just a few of the puzzles to be encountered later on. Pushing blocks to form platforms to higher ledges is the key to solving most of the challenges. The slow scroll and shuriken can also be found inside the Tori dungeon.

Forget the stone on the other side of the room and push the bricks at the bottom to the right. After a few seconds the blocks will start to move and form a platform up to the key. Walk around to the other side and leap up to grab the bonus

C

SUNG SUNG

Sung Sung is a huge rock monster which can only be wounded by hitting it on the head. Jump and fire at its face and leap to the side to dodge the boulders it rolls. The beast is quite slow moving so is fairly easy to avoid, just keep an eye on the ground – when you see the earth crack open, run out of the way!

TORI

TWO WHITE KEYS
TWO GREEN KEYS
ONE RED KEY
ONE BLUE KEY

Jump onto the third step and push the rock to the right as shown. Keep nudging it until it falls to the ground, creating a stepping-stone over the spikes and across to the green key

A

Barge the brick on the right over the spikes – not too far otherwise you'll impale yourself! Then push the next block, the one to the left, behind the first brick and move them both out over the spikes. You can now jump safely across

B

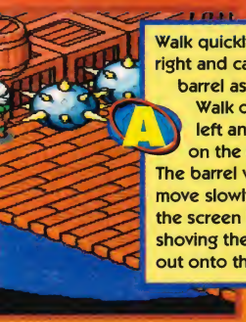
Equinox is a superbly atmospheric arcade adventure. It's got loads of dungeons to explore, it will take you ages to see everything there is on offer and what's more, it keeps you absorbed from start to finish. Graphically, Equinox is very stylish and uses the isometric view-point to create optical illusions as puzzles. The highlight of the game though is the moody sound. Quite superb.

85%

THE GALLEON

The galleon is difficult because most of the wooden floors shove in one direction or another. Be careful that you don't get dragged into the spiked balls, and remember this: a lot of the tokens and keys can be reached by balancing a block on the head of an enemy.

B1 This may take a bit of practice, but you must shove the barrel shown so it lands on the ghost that passes underneath!

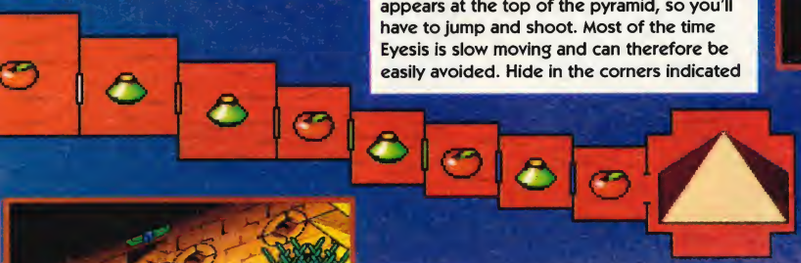


A Walk quickly to the right and catch the barrel as it falls. Walk over to the left and drop it on the crates. The barrel will then move slowly around the screen before shoving the token out onto the ground

B2 If you manage to do this, you will then be able to ride the barrel across to the token on the far side

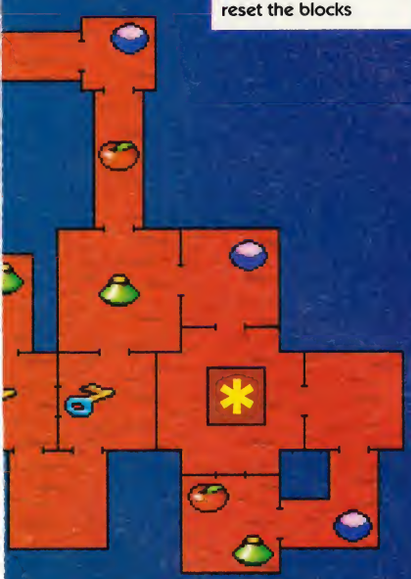
EYESIS

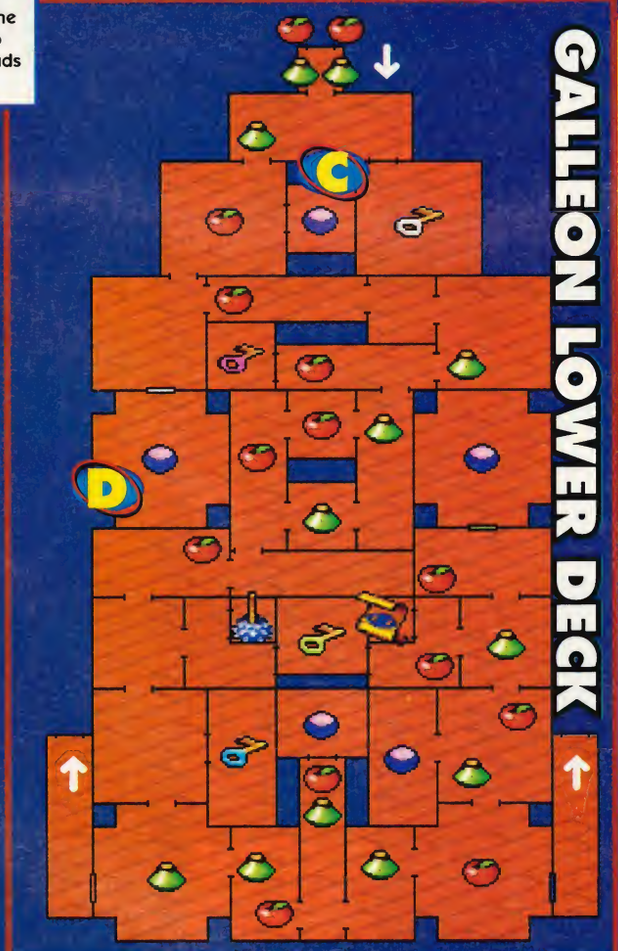
All the guardians basically use the same attack pattern that you should have learnt by now. Eyesis has to be shot in the eye that appears at the top of the pyramid, so you'll have to jump and shoot. Most of the time Eyesis is slow moving and can therefore be easily avoided. Hide in the corners indicated



C1 Push the brick indicated down allowing you to leap over, and then from below push the triangle up and to the left until it thuds to the ground

C2 Push the block all the way to the top-right until it hits the spikes. Jump up and over to grab the token. To reach the potion on the other side just repeat the same process, stepping outside the room to reset the blocks





GALLEON LOWER DECK

GALLEON UPPER DECK

C The blocks shown on the picture don't actually appear until you stand on them. Getting to the token is easy if you follow the arrows, but getting back is slightly harder. Jump down, THEN left to reach the first crate, then just retrace your steps to the door

D You'll need to stack up three blocks to reach the token. First grab the barrel on the right, shove it over to the crates at the bottom and finally nudge a barrel from the top so it lands on the others. Move it across to the token and shove the blocks so they form steps

BILLY BONES

You really do need a fast firing weapon like the mace to defeat Billy Bones – this allows you to shoot the cannonballs he fires. Billy can only be damaged if you shoot him from behind. Stand in one of the two spots indicated and fire like hell. As Billy turns on the spot you'll blast his bones and destroy the cannonballs as they fly towards you. When he trundles around the screen, hide in the top corner

Atlena is a pain in the neck, not because of the puzzles, but because of the distracting watery foreground and all the locked gates. There are only two more rooms than the Deeso dungeon, but most are inhabited by the killer blobs. They follow you around and can only be hit when they leap in the air (unless of course, you use magic). Unfortunately, you'll find yourself trekking back and forth across the dungeon, so try and work out the most efficient route through the dungeon before you set off.

A1: First of all, push the brick nearest to the bottom to the left, then in-between the two spikes. Make sure you leave enough room between the two blocks for Glendaal

A2: Climb up to the top of the block and shove the highest stone as indicated. Keep pushing until it falls from the ledge and lands on top of the block you moved earlier. Jump down and shove the two stacked bricks out from the spikes

A3: Make your way back down to the bottom of the screen and push both blocks towards the token on the back wall. Just before they touch, barge the top brick to create a step up to the orb

ATLENA

FIVE WHITE KEYS
SEVEN GREEN KEYS
FIVE RED KEYS
SEVEN BLUE KEYS

PINCHA ONE

Pincha takes a hell of a lot of hits before it dies. Whatever you do, don't wander far from the left side of the room as you can avoid Pincha nearly all the time you stand here. For most of the time, stand in the centre and fire as shown. When Pincha moves towards you, run to the left and jump into the corner. As long as you stay tight in the corner you'll survive

PINCHA TWO

After what seems like an eternity Pincha will finally loose one of its claws, indicated that it's now weakened. Repeat the same attack process as before and hang in there! Remember, don't bother using the damage or slow spells as all the guardians are immune to magic

Although it may look fairly straightforward, each of the pillars pushes you in a different direction making the token almost unreachable! Consult the picture below to see which direction the platforms shove you

Push the block right down into the corner, next to the spikes. Don't let the perspective fool you – jump up onto the ledge above and leap from block to block to grab the white key

OK, the dungeons are getting bigger but they're not that much harder. Before you start looking for tokens grab all of the eight coloured keys. You'll find them all in the centre of the dungeon hidden behind secret doors. When you've got these you can start grabbing the tokens, the sword and the Zap spell.

QUAGMIRE

TWO WHITE KEYS
TWO GREEN KEYS
TWO RED KEYS
TWO BLUE KEYS

SCROLLS

DAMAGE
Wounds the small enemies, but it uses up a lot of manna

FREEZE
A more powerful version of the slow spell which freezes enemies

HEAL
A single pip of energy is restored for each manna point used

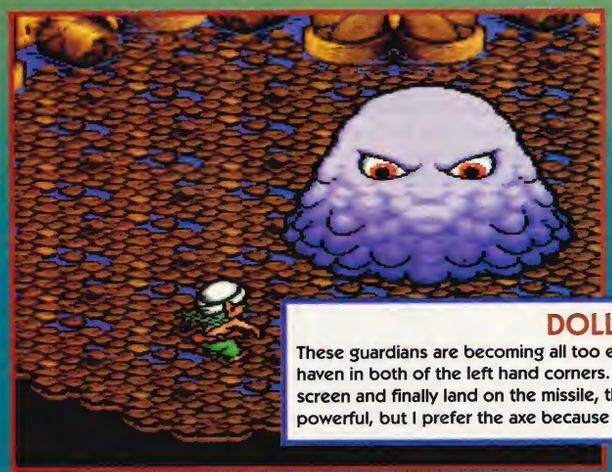
SLOW
Not a particularly useful spell, really. Slows down the enemy

ZAP
The same as damage...only much more powerful

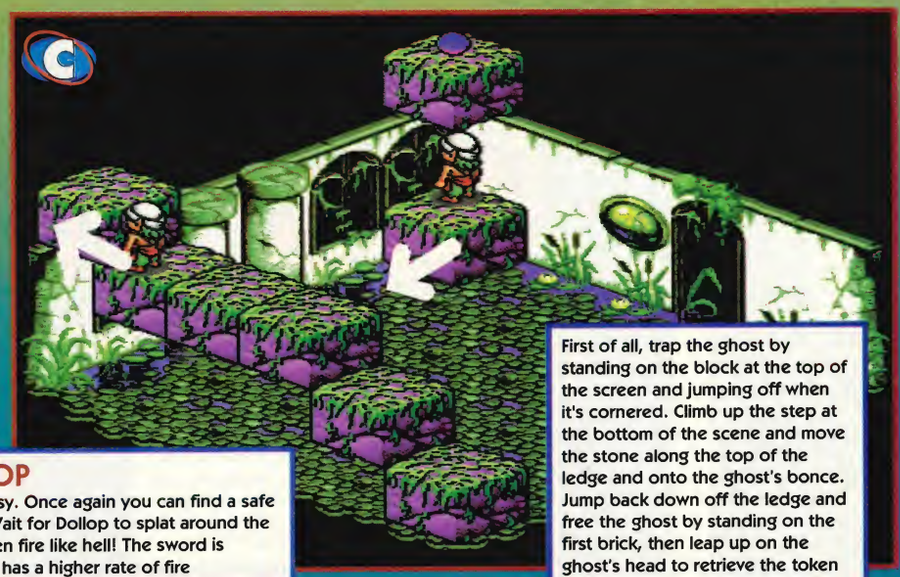
A An easy solution, this one. At first these two blocks look like they won't budge. Push them hard enough and the bottom one will move, allowing you to reach the energy-restoring apple

You've got this far so surely you can reach that token! No? Use the block hidden at the top of the screen to climb on top of the platform, then jump across to the token

B



DOLLOP
These guardians are becoming all too easy. Once again you can find a safe haven in both of the left hand corners. Wait for Dollop to splat around the screen and finally land on the missile, then fire like hell! The sword is powerful, but I prefer the axe because it has a higher rate of fire



C

First of all, trap the ghost by standing on the block at the top of the screen and jumping off when it's cornered. Climb up the step at the bottom of the scene and move the stone along the top of the ledge and onto the ghost's bonce. Jump back down off the ledge and free the ghost by standing on the first brick, then leap up on the ghost's head to retrieve the token

EQUINOX

HERE'S SOME DAMN FINE HELP ON HOW TO FLY TO VICTORY

Last month we guided you through the first five worlds of Equinox. Now we return to the mystical land to check out the remaining three that lead to the final confrontation with Sonia.

AFRALONA

By the time you reach Afralona you will have roughly seen how Equinox works – most of the solutions to the puzzles will seem obvious. That doesn't make the game any easier though because pixel perfect jumping is needed to pass through some of the rooms. We can't help when it comes to game playing prowess, but we can point you in the general direction...

A See the two balls at the bottom? Push the top one to the left and up against the spikes at the top. Leave enough room to push it left later. Walk up to the spheres on the right and push them both, one on top of the other, to the very top of the screen. Nudge the top ball onto the spikes then leap onto it as it rolls past. When it stops on the left, shove both the balls to provide a platform to the token

B Simply push the ball at the bottom-right, using it to jump up onto the other sphere. Walk across onto the other ball which will take you across to the scimitar

D Climb onto the ball in the middle and wait. Eventually it will rise up in the air allowing you to grab the token with ease

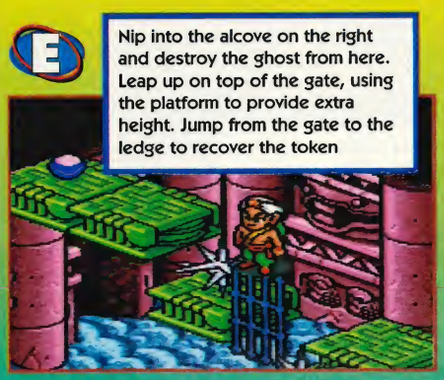
E Shove the sphere in the centre of the room up next to the other two balls. Jump up to the top ball and wait for it to roll across to the key and potion

The 45 rooms in the Deeso dungeon are generally quite easy, but there are a few which are particularly difficult when you don't know how to attempt them. Get the axe early on as this is a rapid-firing weapon which is useful against the ghosts which haunt the dungeon.

Timing is essential if you're to reach the blue token. When you first enter the room, immediately walk to the far left and stand on the platform next to the spikes. Wait for the block to move along the ledge above and as it falls, leap up from the side and onto the higher platform using the brick as a step. Beware – the ledge constantly pushes you towards the left

Patience is a virtue, so hang around for a few seconds. Just when you thought it was impossible to cross the spike-covered floor, a moving platform trundles into view

Before you attempt to solve the puzzle you need to get rid of the ghost. When the spook has been killed, nudge the block on the right into the top corner. Using this as a ledge, jump up and shove the brick above you to the left. Push it a couple of times and it'll fall to the ground, allowing you to tuck it away into the bottom-left corner. Standing on the block, jump over onto the gate when it crashes to the ground. Wait for the gate to rise, then jump up to grab the token

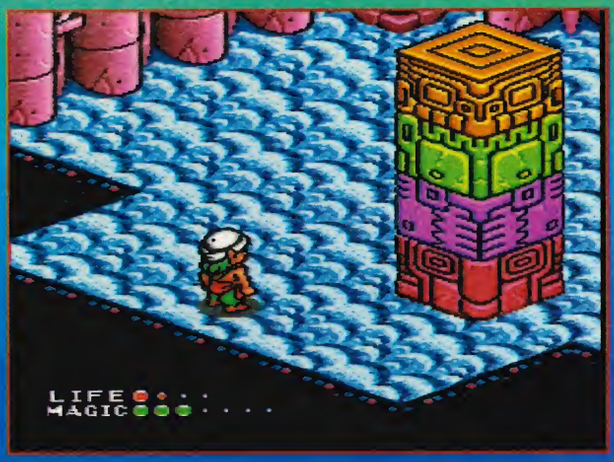


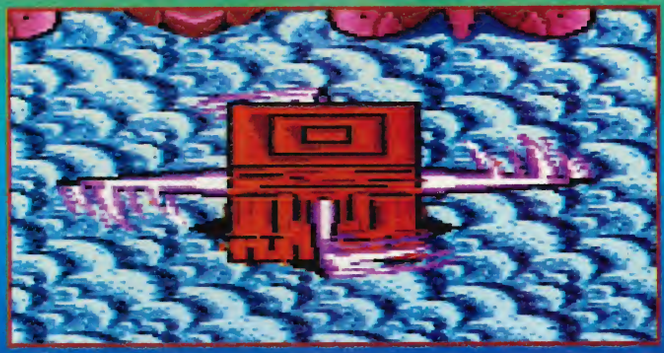
Nip into the alcove on the right and destroy the ghost from here. Leap up on top of the gate, using the platform to provide extra height. Jump from the gate to the ledge to recover the token

Push the pedestal off the ledge by standing behind it and shoving. After it thuds to the ground, move it next to the pillar on the right and collect the next blue orb

QETZLCOATL

Qetzlcoatl is the easiest of the guardians so far. Although it moves quickly, the attack pattern is predictable. Every time you hit Qetzlcoatl it leaps in the air, so even if you're cornered it's possible to avoid certain death by firing. Once again it's probably best to hang around the bottom-left of the room, although you might have to move out of the way of Qetzlcoatl's path





Oh God, just when you thought it was dead! OK, so you've beaten the first bit of the guardian and thankfully the spiky reincarnation of Qetzlcoatl is just as easy to defeat. Just use the same attack plan as before

ICE PALACE

C Shoot the ghosts first then walk around to the right. Jump onto the ice block then leap out over the spikes to the left. Another block will appear to bridge the gap to the token

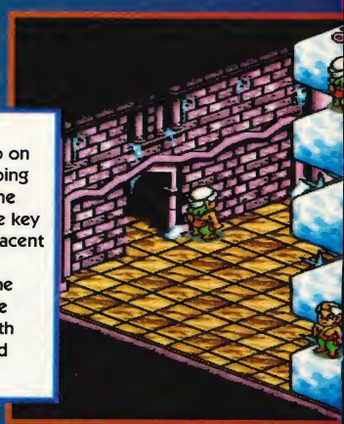
E The key to pushing the block off the top of the platform is to jump constantly. This allows you to move the block slowly to the edge then finally onto the spikes below. Quickly jump onto the falling block to reach the unlock scroll

D This puzzle is quite tricky even when you know how to solve it. Keep jumping and pushing at the block indicated until it finally moves, then nudge it carefully so it lands on the ghost's head. Step out onto the moving block, ride it across to the left and jump off to grab the twin swords

F Stand on the small block at the bottom of the picture and jump across the spikes to the invisible block above and to the right. Next walk around onto the ice brick as indicated and jump over to safety

B You can only complete this room by entering from the door at the bottom left. Just walk in and push the blocks under one another, thus forming three steps which lead to the key

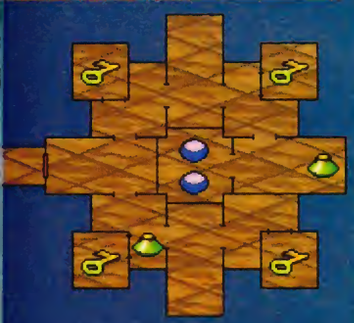
A The ice bricks don't appear until you jump on them, so keep leaping until you reach the fourth block. The key is not actually adjacent to the block you're standing on – it's in the distance. Stand on the very edge of the fourth brick then leap up and across to the key



SONIA

Sonia follows a fairly simple attack pattern. Most of the time, Sonia appears in the bottom left or right corners and fires two plasma balls which drift around the screen. Plan where Sonia will appear, then jump and shoot at the glowing red eyes. Occasionally it'll charge to the left or down the screen. Hold your ground and jump up to shoot. Providing you make a hit, the shot will temporarily stun Sonia allowing you to jump out of the way. That's it. Sit back and watch the lengthy end sequence in which...well, I'll let you find out for yourself.

The Ice Palace is the final level and is therefore pretty hard – unless you're reading this! You'll have seen all the puzzles before and there's always the reveal scroll if you get stuck. A lot of the keys are found by walking through secret doors so study the map carefully to find your way around.

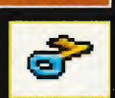


EQUINOX WORLD MAP

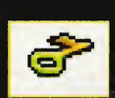
MAP LEGEND

APPLE

WHITE KEY

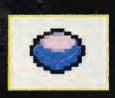

BLUE KEY

DUNGEON ENTRANCE


GREEN KEY

RED KEY

POTION


BLUE TOKEN

SCROLLS

SAVE
Uses quite a lot of manna, but saves the game wherever you are in the dungeon

REVEAL
Each time the reveal spell is cast, hidden blocks appear

UNLOCK
Again, the unlock spell uses a lot of magic but it's extremely useful

WEAPONS

SCIMITAR
Fast firing and fairly powerful, the scimitar is a damn fine weapon

MACE
Very fast and extremely powerful. Probably the best weapon

TWIN SWORDS
A good alternative to the mace which fires to the front and back

SUPER JAMES POND

DISCOVER THE SECRET ROOMS AND HIDDEN BONUSES

Super James Pond's gameplay rests heavily on platform emphasis and in doing so leaves many of the levels diabolically straightforward. Therefore, it would be stupid to map every stage in every level, so instead we have outlined entrances to secret levels and bonus rooms, pointed out the tricky sections and have thrown in a few maps of the more labyrinthine sections for good measure. We have also outlined how to beat the end-of-level guardians towards the end of the guide, as well as revealing the location of the hidden levels and bonus rooms. I hope we have been of some help!

CHEATING CHOCOLATE

At the very start of the game jump up to the castle's roof and collect the bonuses in this order only: cake, hammer, Earth, apple, tap. You will now have invincibility

Enter through the first door and walk right. Collect the first set of objects in the following order: penguin, oil, wheel, Earth, racquet. You will now have maximum power

Continue to walk to the right and collect the next set of objects in this order: lips, ice-cream, violin, Earth, snowman. You will now have infinite lives

Walk back to the start of the level, ignoring the arrows as you go and exit the level through a handy little short cut. With this veritable sandwich of cheats activated you can, to all intents and purposes, skip right to the last level. If however you want to play properly then take my hand...

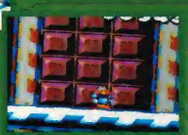
LEVEL THREE PLAYING TIPS

Jump onto the plates and collect the Icarus wings. Now fly up to the bonus exit collecting the 1-up as you go

Search the ceilings for gaps and bonus rooms

Find the second gap in the ceiling and walk through the chocolate wall. Take the top route over the subsequent platforms for bonuses

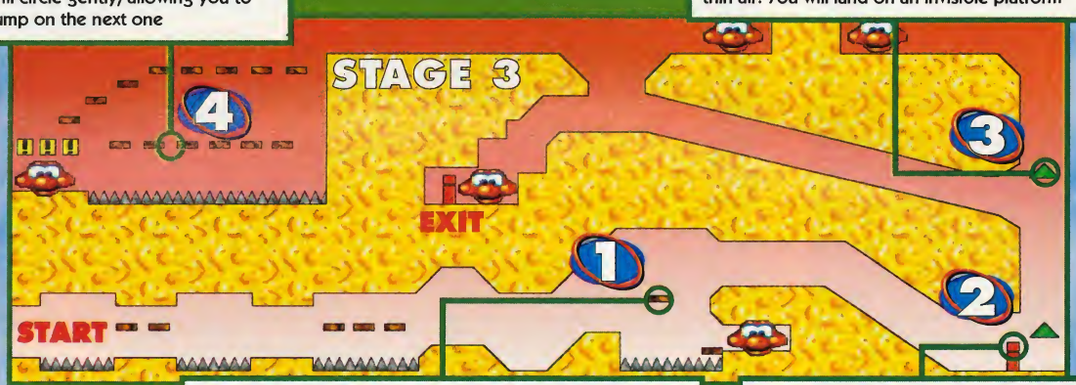
Go down the icing sugar pot for a bonus room



Fall down the gap to the left of the exit for a 1-up

Once stepped on, these platforms will circle gently, allowing you to jump on the next one

When the arrow stops, jump straight up into thin air. You will land on an invisible platform



Use the moving platform to get over the spikes. Carefully fall down onto the secret platform to collect a 1-up

This exit will return you to the beginning of the level, instead jump on to the arrow

On the far-right of the screen, fall down off the side of the cake and collect the Icarus wings. The level is very high so these will allow you to fly up with ease avoiding all the yucky platforms

Jump over all the exits that present themselves and then fall down the gap at the far-right of the section for the proper, yet invisible, exit

LEVEL FOUR PLAYING TIPS

Duck to avoid the aircraft which appear from the right of the screen

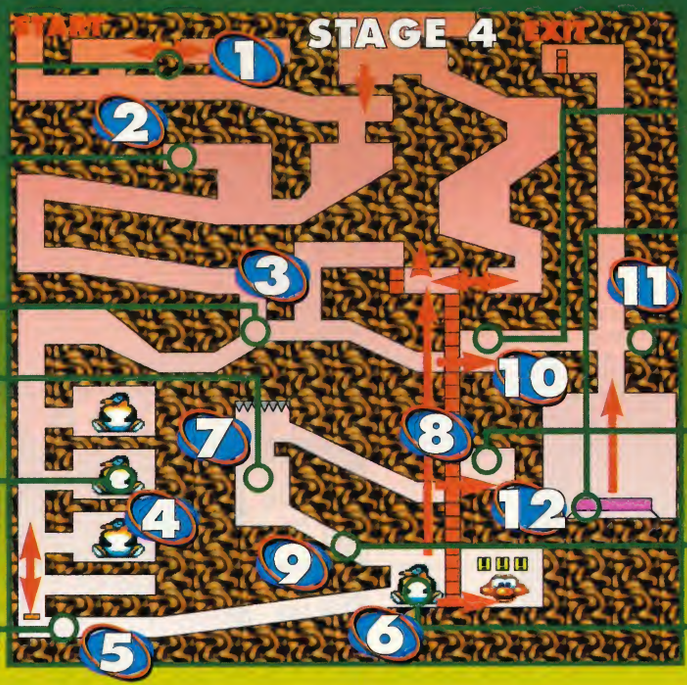
Watch out for the falling platforms, they are coloured a slightly lighter blue than the static ones

Try to jump over the obstacles as quickly as possible to avoid getting crushed

Super James Pond proves to be nothing more than a straight conversion of the Mega Drive Robocod game, with superfluous graphics and bog-standard platform hopping gameplay. The levels are huge and there are lots of bonus levels to find and explore, but the slowdown on many parts of the game is painful to say the least. Nonetheless, it's all enjoyable fun.

60%

LEVEL FOUR CONTINUED



Walk through this wall to find some bonuses, but watch out for the little strolling man

Jump into the wall for a 25,000 point bonus

Once here, run off to the left for now

Using the bird as a platform, jump up to the high passage

Using the platform, collect the penguins situated in these three rooms

Fall off the platform and enter this corridor

Using the same principle as before, run through the conveyor belt using the steep passageway as your run-up

Fall down into this room and use the spring to collect the bonuses and to catapult you up towards the exit

Collect the umbrellas

Charging down the passage you will crash through the conveyor belt and end up in this bonus room. Use the conveyor to transport you up to the top of the level and then return to point nine

Climb up to this steep passage and then run back down. You will crash through the conveyor again

Collect the penguin and jump up off to the left

Knock the coloured blocks in the passage's dips to find secret bonus rooms

When you find the exit, jump up to the passage on the right for more bonuses

Find the second bonus block to reveal a toy car for Pond's convenience. The trains can now be easily defeated simply by driving into them

Stomp on this switch to open the bonus room hatch. Back off to the left where you will find lots of lovely bonuses

LEVEL FIVE PLAYING TIPS

Keep low as you progress through the level so as to collect all the big bonuses and 1-ups

Again keep low through the level and find the bonus room with two small soap bars to the left of it. Knock into the soap bars to find a hidden entrance to a bonus room

Find a huge bath-tub and move to the right to collect the bonuses, then go back and fall into the top of the tub to find the exit

While the underwater levels are straightforward, try bashing into the edges of the hulls of the pirate ships to find entrances to bonus levels

LEVEL SIX PLAYING TIPS

At the end of the first section you will find four exits in a vertical row. Take the second one from the bottom to exit the section

Watch out for the draught pieces that roll down the slopes

These planes swoop towards you when you get within a certain distance of them. Try to keep your head down and move cautiously towards them

When you finally reach the exit, jump over the icon to find another secret bonus room

LEVEL SEVEN PLAYING TIPS

The soldiers home in on your position when you jump, so wait until they walk away from you before you do anything drastic

When you find the exit again, jump over it to find a bonus section

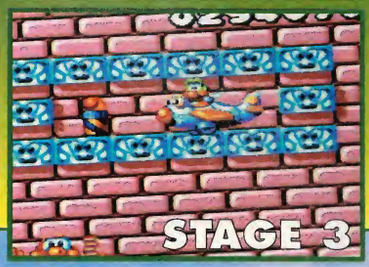
In the bonus section collect the plane

LEVEL SEVEN CONTINUED

If you managed to collect the plane you will be able to complete all the sections with ease, if not then follow me. Jump onto the white block on the far-left of the screen. You will bounce up to the top of the level

Use the clouds as platforms. The exit is situated on the far-right of the screen

Halfway up the castle tower find the enclosed exit pole. Fly up with the plane through the bottom platforms



Simply jump from platform to platform as you make you way up the castle, avoiding the soldiers, of course. The exit is situated on the far-right at the top of the screen on a cloud

LEVEL EIGHT PLAYING TIPS

Climb up the moving platforms which present themselves at the beginning of the section

Collect the record bonuses and jump to the right where you will find a large bonus block. Knock this for Pond's plane

Fly off to the right to find the bonuses found on high platforms

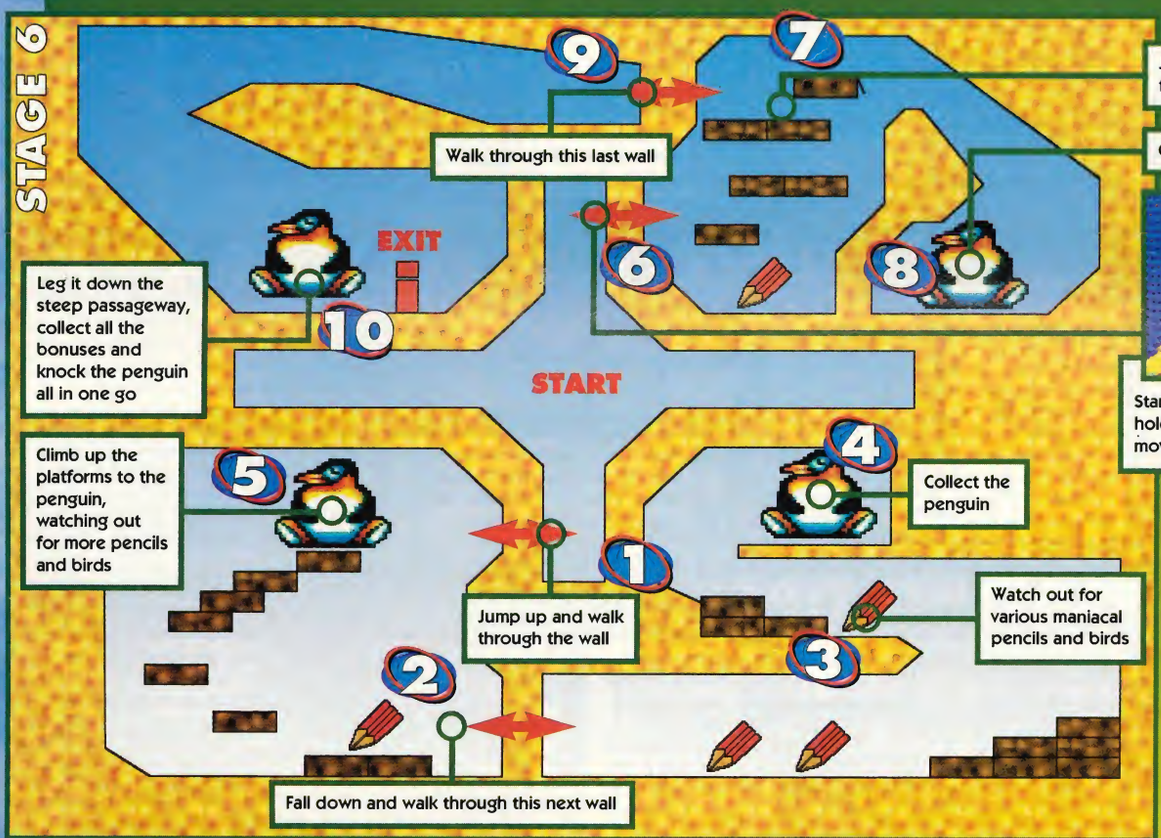
STAGE 2

When you find the exit, jump over and fall down through the floor to find a secret exit

STAGE 3

Jump over the first exit pole, run right and collect the hoard of bonuses. Take the next exit

STAGE 6



Walk through this last wall

Jump up to the platforms and watch out for the birds

Collect the penguin

Leg it down the steep passageway, collect all the bonuses and knock the penguin all in one go

Starting at the bottom, stretch up and grab hold of the ceiling. Now fall and as you do so, move through the hole in the wall

Climb up the platforms to the penguin, watching out for more pencils and birds

Collect the penguin

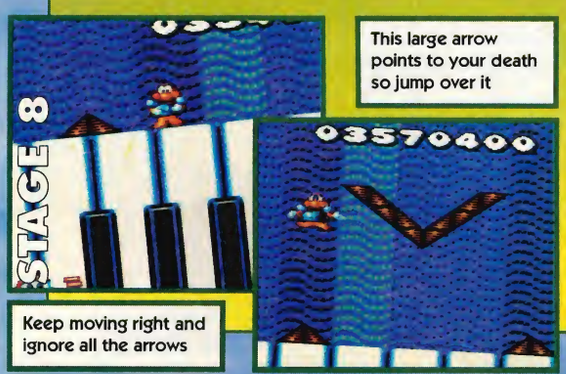
Jump up and walk through the wall

Watch out for various maniacal pencils and birds

Fall down and walk through this next wall

Don't get tempted by all the exit poles, instead follow the level all the way to the right by which time you will have collected about six 1-ups

STAGE 8



This large arrow points to your death so jump over it

Keep moving right and ignore all the arrows

Just above the start you will see the end of a trombone. Run into this for a secret bonus room

Progress right through this section and find the field of plectrums, then jump on the top blue one. To make the plectrum move you must walk left, then jump back to the right of it and walk left again

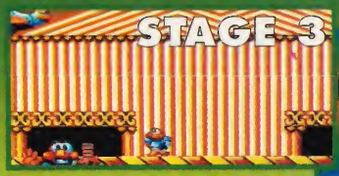
The exit is situated on the far-left of this section, next to the start

LEVEL NINE PLAYING TIPS

Climb into the cannon and collect the bonuses. The exit is situated at the very top in the centre of the screen

On the top-right and left of the section you will find some umbrellas that allow you to glide slowly down and collect the bonuses with ease

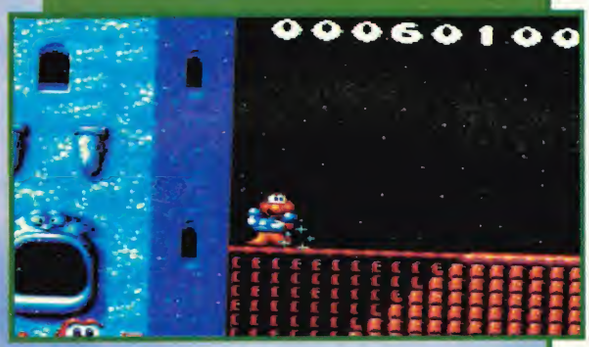
When you have found the exit, continue to go right and collect Pond's plane. Return to the exit



If you managed to collect the plane in the first section you will need it now. However if you don't have it, enter the left-hand tent entrance to find a bonus room. Here you will find another plane

Fly up to the top of the screen to find four penguins

SECRET LEVELS AND BONUS ROOMS



When you reach the last level, but before you take on the final game guardian, jump up to the part of the castle roof located directly above the final guardian's door. Once on the roof walk to the left and find the two secret levels...

Again, when all the levels are completed bar the final game guardian, walk as far to the right as you can and jump on the statue. By doing so you will be able to jump on two exclamation mark blocks that will move upwards when you stand on them. Move them far enough up so you can fall down the hole in the floor and collect the plethora of 1-ups which are located below

BIG BOSS MAN

This giant teddy bear homes in on your position so it is best to keep to the sides of the screen because it disappears off the top of the screen. As soon as the spikes beneath it become visible, move out of the way and get ready to stomp on its head. It needs about six direct hits to be destroyed

The manic red car spouts smaller versions from its mouth which proceed to home in on your position. Try and get rid of them as quickly as possible so you can concentrate on stomping on the main car. Time your moves carefully as this guardian's movements are very random. Keep moving left and right so as not to get crushed at the side of the screen

Watch out for the four falling cards at the beginning of this level. Move to the left or right and jump up the ladders when the cards disappear. The Queen of Hearts moves backwards and forwards across the screen whilst also moving up and down, so plot her pattern before making any drastic movements. She also continues to drop cards beneath her so it is not wise to stand on the floor, but her cards will not hit you if you stand on the ladders. Try and keep above her where possible and stomp on her head about eight times

You control the left-hand image of Pond, the other is simply a mirror image, so try not to let it distract you. Likewise, the left-hand ballerina is also a mirror image so pay attention to the movements of the right-hand one – it will move over to the left-hand side of the screen where you can get at her.

When you manage to stomp on her head a good tactic is to quickly repeat the process while she is still stunned. By timing this movement right you can make contact just as she is coming out of the stun and prevent her from moving

At the start of this encounter, walk to the right and stand slightly to the left of the overhead platform. The large snowman will stop and its head will bounce down to the left. At this point, jump up onto the head and bounce up to the snowman, stomp on its neck stump and then bounce off to the right. If you manage this OK you should be able to stomp on its stump three times before its head reappears, in which case it will home in on your position.

Get back down to the floor. It may take a little time but you must now wait until the snowman chucks its head. At the same time a smaller snowman plods along the bottom of the screen and when this happens, use it as a catapult up to the high platform and again stomp on the snowman's stump approximately three times. You need about nine hits altogether

SUPER STAR WARS

Your destiny lies with the force — you must now learn how to control it and save the galaxy from the grasp of evil. If you're not sure how to, then read on. Good luck...

Level 1

1 These green mutants need a good taste of your blaster, but being so stupid they all come out for more so it's a good idea to keep running, occasionally turning to shoot. Pick up the hearts and health swords for energy and the blaster power-ups for increased fire power

2 When you reach the giant intestine, all you have to do is watch out for this small tentacle which shoots up first as this tells you where the boss will rise

3 Once you've avoided the tentacle, turn round and give it a pasting with your blaster but watch out for the rocks it throws towards you!

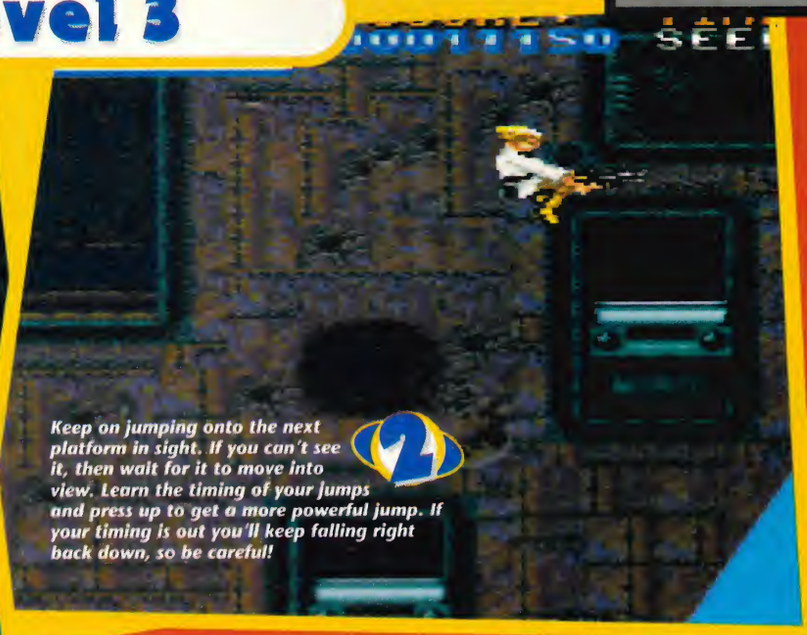
Level 2

1 When you're speeding towards the sand crawler, the only danger comes from the flying Jawas. As soon as you see one, start pulling back so you have time to direct shots towards them. If they get too close they either hit you or bomb you, so try and nail them first time

2 Once you've shot 10 Jawas you should use your jets and fly at maximum height allowing you to avoid further trouble. If things do get chaotic then use a short burst of jet to get away. More fuel can be found by shooting the upright towers

Level 3

1 Once you get to the centre of the crawler, head up to the left and jump up here



2 Keep on jumping onto the next platform in sight. If you can't see it, then wait for it to move into view. Learn the timing of your jumps and press up to get a more powerful jump. If your timing is out you'll keep falling right back down, so be careful!

3 When you get up here you'll have to deal with the big guns. Move slowly and jump their fire when they raise. Now shoot them before they can fire again. Soon you'll be able to jump down inside where the arrow indicates

1 Keep blasting to open doors and roll underneath the green laser barriers. When you reach here, jump left into the wall for hidden bonuses

Level 4

2 Bounce your laser off the floor to angle shots at the top of these guns and drop them to the floor. The green, slimy creature is best killed by going across to the far right and ducking whilst shooting. Don't attempt to dodge its fire as there's enough energy bonuses to get back to full health afterwards. Remember to walk to the right on the dropping platform or you'll die a nasty death!

3 This gargantuan monstrosity is easy to kill. Go right up to it and fire as shown in the picture. Move to the right occasionally when it gets near to pushing you off the platform and keep on firing. Goodbye Mr Ugly!

SUPER STAR WARS

Level 5

1 This level is easy until you get to this bit. Avoid treading in sticky mush left by dead greenies and watch out for collapsing bridges. When you get to this part jump carefully from block to block and keep shooting up to kill the flyers which try to knock you off. Go quickly or the blocks crumble and you will drop to your death...

2 When you can't see the next block just walk off to the right, there's one right beneath you. Honestly, trust me!

Level 6

1 The most effective way of terminating these Banthas is to press up when jumping for a cunning spin attack!

2 Use the spin attack on this big Womprat whilst jumping towards then away from it. But watch out for its little friends who come up behind you...

Level 7

1 Use the same tactics as before here. The only difference is there are a greater number of Jawas to dispose of!

2 Remember to shoot these towers for extra jet fuel, allowing you to travel faster towards Mos Eisley

Level 8

1 Keep using the spin attack as you make your way through here. A good way to get over the deadly plants is to jump on a barrel and roll across

2 Destroy these blocks to reveal health and blaster power-ups

Level 9

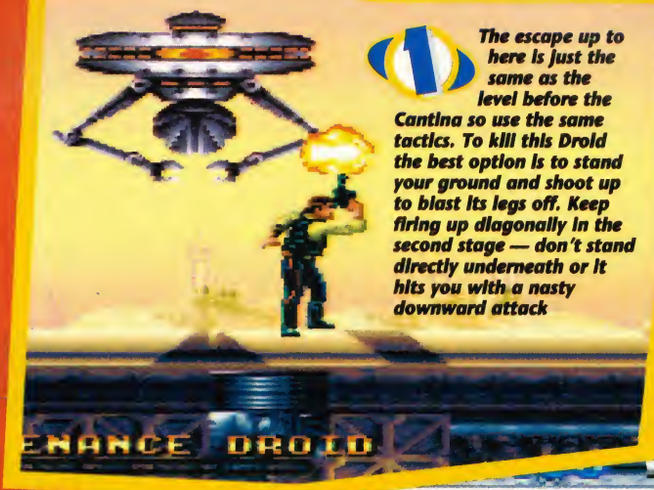
1 Typical! I'm just here in the pub minding my own and everyone wants to kill me. Maybe it's my hair problem. Better watch out for those hooded bar stewards...

2 Jump towards Kathar to prevent him coming too far forward and keep firing at his head

3 At the peak of your jump, move back to avoid his elongated neck and claw sweeps. This is hard so don't expect to manage it first time. If you can avoid his neck whilst on the ground then keep pumping him to the back of the screen

SUPER STAR WARS

Level 10



1 The escape up to here is just the same as the level before the Cantina so use the same tactics. To kill this Droid the best option is to stand your ground and shoot up to blast its legs off. Keep firing up diagonally in the second stage — don't stand directly underneath or it hits you with a nasty downward attack

2 If you don't shoot the claws or roll underneath them then this will happen!

3 You have to shoot different parts of this carrier to blow it all up. Shoot the top front section then the top back section and then the underneath to finish it off. A good plan is to stand underneath to avoid its fire

1 Stay on these platforms to avoid being hit by the Tie Fighters that shoot past. Be careful when jumping over holes or you'll be joining the Force sooner than you want to!

Level 11

2 The best way to knacker this Droid is to get behind it then jump up and hit the red part

3 When it jumps back, move as far right as possible and keep on firing upwards

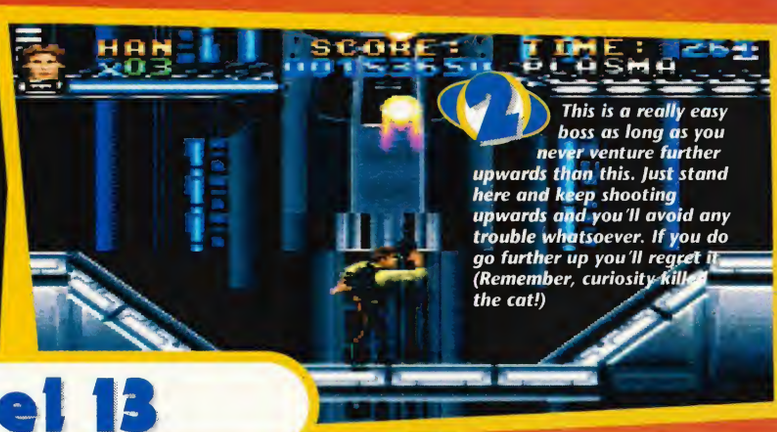
Level 12

1 Roll underneath these dropping doors so they don't have time to squash you

2 The way to kill this guard is to avoid him and kill the Storm Troopers until his red nodule appears. Now shoot the red bit but don't stand underneath or you'll be fried by the laser shot!

Level 13

1 Shoot upwards in this position on both sides to take out the small laser pods before you reach them



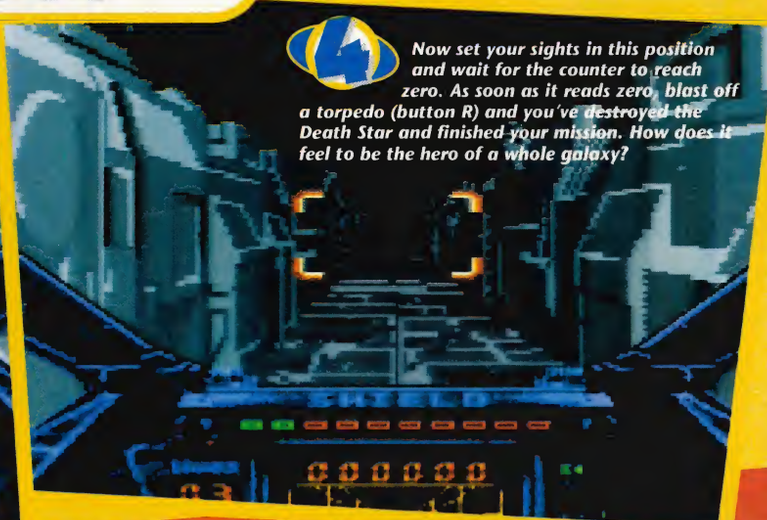
2 This is a really easy boss as long as you never venture further upwards than this. Just stand here and keep shooting upwards and you'll avoid any trouble whatsoever. If you do go further up you'll regret it (Remember, curiosity killed the cat!)

Level 14

1 Your final goal is the destruction of the Death Star. First you have to blow up 20 towers and Tie Fighters. The best direction to head in is on a diagonal and the only advice is to keep on firing and staying at the top of the screen when towers block your path

2 Don't concentrate on the Tie Fighters here. Just keep hitting the fireballs which whizz towards you and don't move your sights too far left or right, or you will hit the side and lose shields

3 Be ready for Vader's appearance when your counter shows 2500 and concentrate on the fireballs. He's a big target and you don't have to follow him round as much as you'd think. Just keep your nerve and pump him with your laser and torpedoes (button R)



4 Now set your sights in this position and wait for the counter to reach zero. As soon as it reads zero, blast off a torpedo (button R) and you've destroyed the Death Star and finished your mission. How does it feel to be the hero of a whole galaxy?

BATMAN RETURNS

TACTICS AND STRATEGY REVEALED

Scrolling beat'em-ups aren't as easy as you may think, and Batman Returns is no exception. Some of the enemies require definite strategies and tactics to defeat them and some, for example the guardians, follow patterns that after close observation can be deciphered. To make things easy we have placed emphasis on how to defeat the guardians by outlining their movement patterns and attacking tactics. Also, we show you what tactics work best on the individual members of the Red Triangle Gang.

TWO LEFT FEET

The enemies are vulnerable to different types of moves and attacks and in this section we show you how to defeat the opponents quickly and efficiently.

THIN CLOWNS

Wary of Batman's fighting prowess, the thin clowns hesitate before they approach Batman. This gives you time to fight the devils individually knowing you won't be overcome by hoards of them at the same time. They are weak and will succumb to a standard punch or kick

BIKERS

The bikers move quickly across the screen making it hard to punch or kick them. Move out of their paths as they ride onto the screen and shoot the Batarang towards them as they ride away. One Batarang gets them every time

BAZOOKA BOYS

They invariably stop at the edge of the screen with one covering the top and another covering the bottom. Pause after each rocket launch to get enough time to sidle up to them from the side which is away from the firing line of the launcher. The rockets can kill the other clowns and it is possible to guide them into the line of fire!

FIRE DEVILS

These fire devils are slow movers and are easy to defeat if you approach them from behind. Do not attack from the front because they jab with their flaming tridents and breathe fire, but when they do, the pause between movements is substantial enough for you to approach and attack

FAT CLOWNS

Using their weight and size to an advantage the fat clowns leap on top of Batman, knocking him clean to the floor. Before they do however, they quiver slightly looking decidedly constipated and it is at this point that you must attack. When they jump you can retort with a flying kick, but it isn't always successful and you can be knocked down as well

TALL CLOWNS

It is important not to get too close to these gangly opponents because their fire crackers will hit you clean in the chest. Instead, stand clear of the fire crackers and jump up to hit the clowns in the torso with the Batarang. They need about five hits to be destroyed

Design-wise, Batman Returns is similar to Final Fight II. Konami has concentrated both on the quality of the graphics and the gameplay, meaning it is enjoyable and easy to play. The graphics capture the atmosphere of the film, while the sprites are well-defined and move with fluidity. The Batmobile driving section adds variety, but the absence of a Batwing section is disappointing.

79%

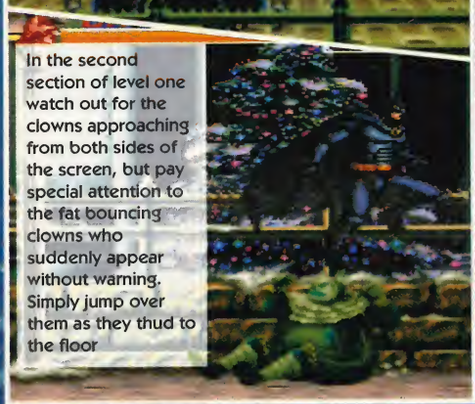
HOW DIFFICULT?!

Throughout the game little hazards crop up to tax your game playing skills. Here are a few general tips to make your life easier.

LEVEL ONE

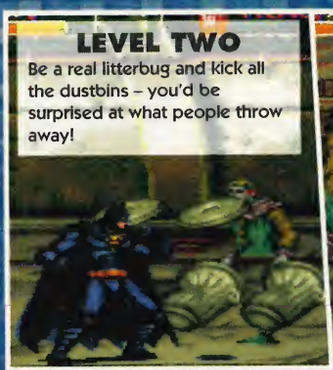
If two clowns are in close proximity grab one and then approach the other. Batman should now execute his double head slam move to kill two birds with one stone

In the second section of level one watch out for the clowns approaching from both sides of the screen, but pay special attention to the fat bouncing clowns who suddenly appear without warning. Simply jump over them as they thud to the floor

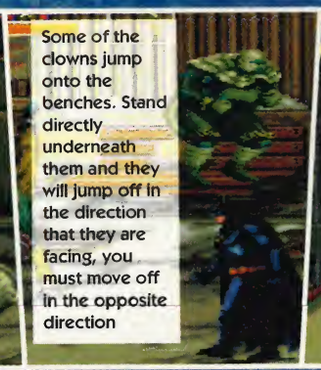


LEVEL TWO

Be a real litterbug and kick all the dustbins – you'd be surprised at what people throw away!



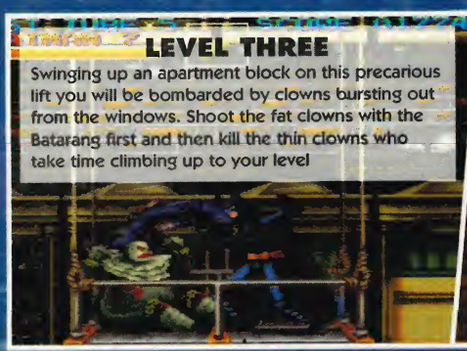
Some of the clowns jump onto the benches. Stand directly underneath them and they will jump off in the direction that they are facing, you must move off in the opposite direction



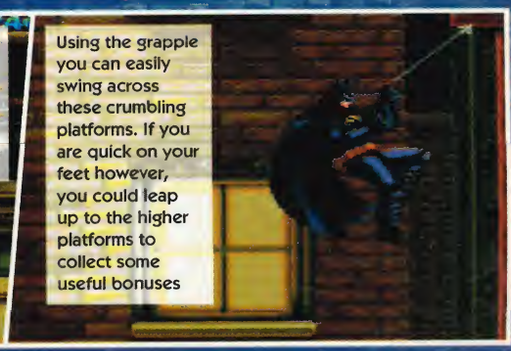
When you reach the escalator you will be faced by thin clowns who slide down the hand-rail and then fat clowns who bounce down the steps. Shoot the thin clowns and duck underneath the fat ones

LEVEL THREE

Swinging up an apartment block on this precarious lift you will be bombarded by clowns bursting out from the windows. Shoot the fat clowns with the Batarang first and then kill the thin clowns who take time climbing up to your level

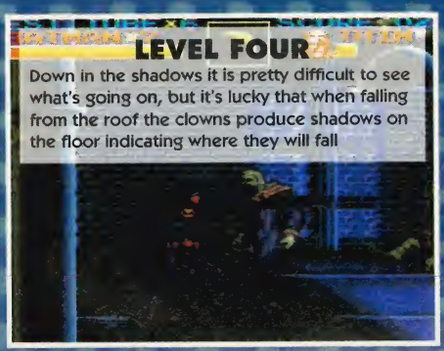


Using the grapple you can easily swing across these crumbling platforms. If you are quick on your feet however, you could leap up to the higher platforms to collect some useful bonuses



LEVEL FOUR

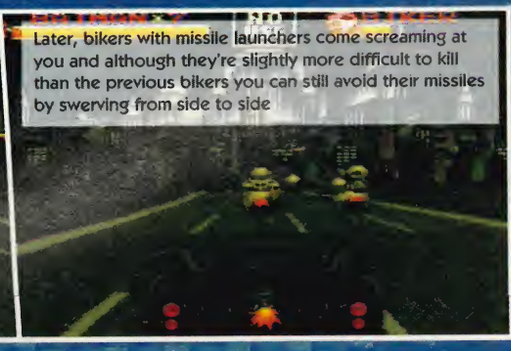
Down in the shadows it is pretty difficult to see what's going on, but it's lucky that when falling from the roof the clowns produce shadows on the floor indicating where they will fall



LEVEL FIVE

In the initial stages of this section when the bikers leap out in front of you simply swerve from side to side shooting as rapidly as you can

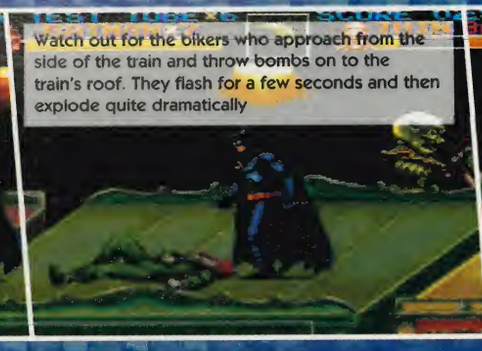
Later, bikers with missile launchers come screaming at you and although they're slightly more difficult to kill than the previous bikers you can still avoid their missiles by swerving from side to side

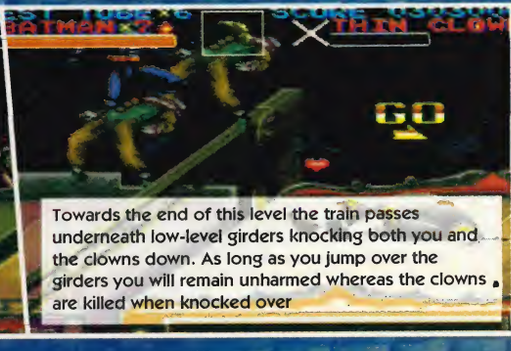


LEVEL SIX

On top of the train you will encounter juggling clowns who appear to be pretty harmless. Watch out, they throw their batons knocking you with hefty blows

Watch out for the bikers who approach from the side of the train and throw bombs on to the train's roof. They flash for a few seconds and then explode quite dramatically

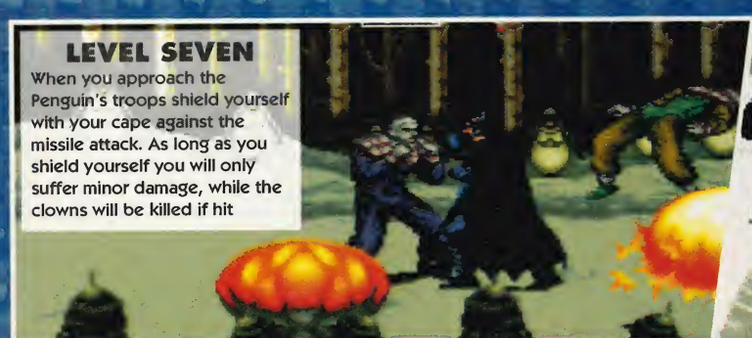




Towards the end of this level the train passes underneath low-level girders knocking both you and the clowns down. As long as you jump over the girders you will remain unharmed whereas the clowns are killed when knocked over

LEVEL SEVEN

When you approach the Penguin's troops shield yourself with your cape against the missile attack. As long as you shield yourself you will only suffer minor damage, while the clowns will be killed if hit



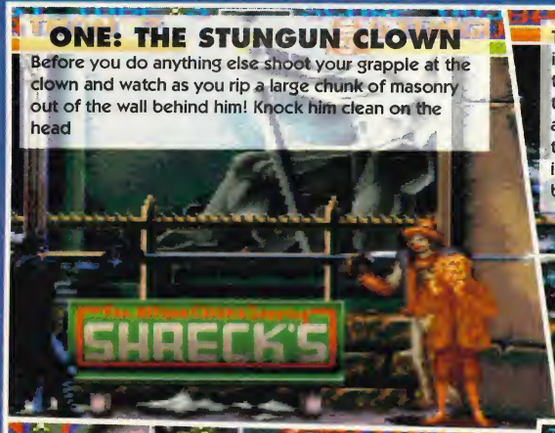
By this stage things should be getting very hectic and if you can't keep up don't panic, remember you still have your smart bombs!

BOSSES, LOSSES AND BATMAN

All of the guardians follow a set pattern of attack which allows you to decipher their movements and thus beat them with considerable ease!

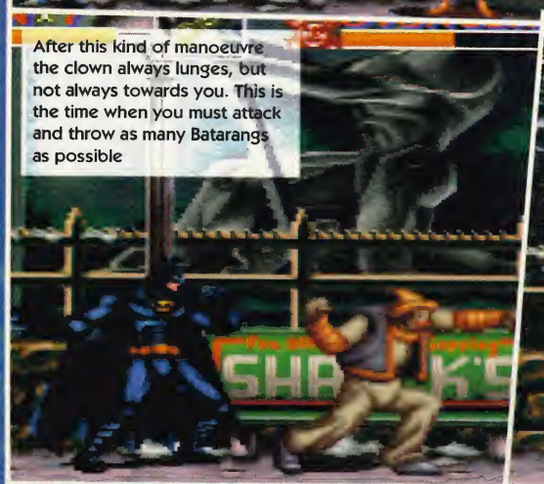
ONE: THE STUNGUN CLOWN

Before you do anything else shoot your grapple at the clown and watch as you rip a large chunk of masonry out of the wall behind him! Knock him clean on the head

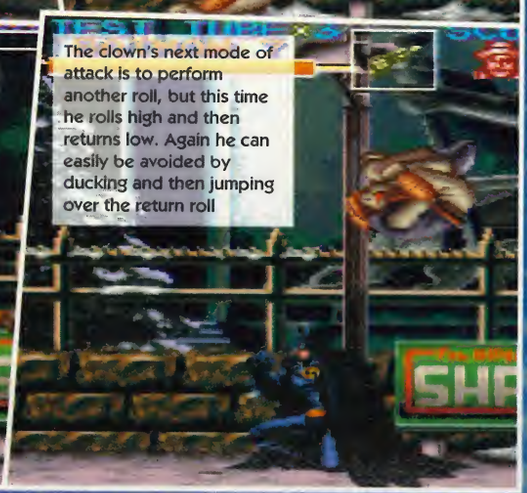


The clown will curl up in a ball and roll across the floor. All you have to do is react quickly and jump over him and then duck down immediately as he curls back over you

After this kind of manoeuvre the clown always lunges, but not always towards you. This is the time when you must attack and throw as many Batarangs as possible

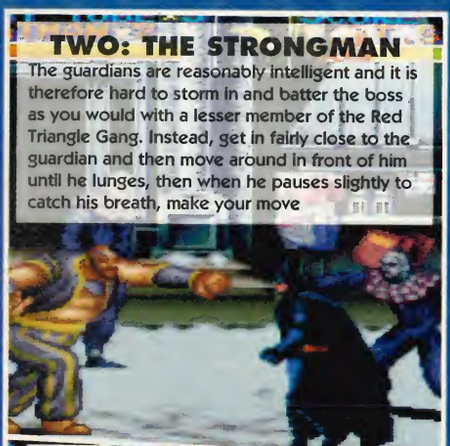


The clown's next mode of attack is to perform another roll, but this time he rolls high and then returns low. Again he can easily be avoided by ducking and then jumping over the return roll

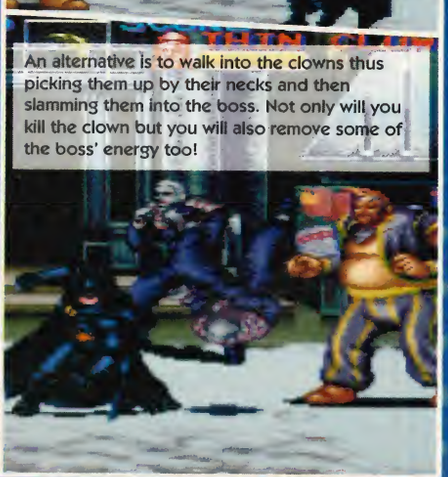


TWO: THE STRONGMAN

The guardians are reasonably intelligent and it is therefore hard to storm in and batter the boss as you would with a lesser member of the Red Triangle Gang. Instead, get in fairly close to the guardian and then move around in front of him until he lunges, then when he pauses slightly to catch his breath, make your move

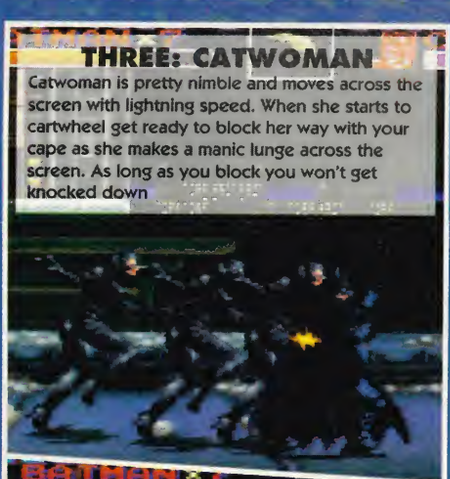


An alternative is to walk into the clowns thus picking them up by their necks and then slamming them into the boss. Not only will you kill the clown but you will also remove some of the boss' energy too!

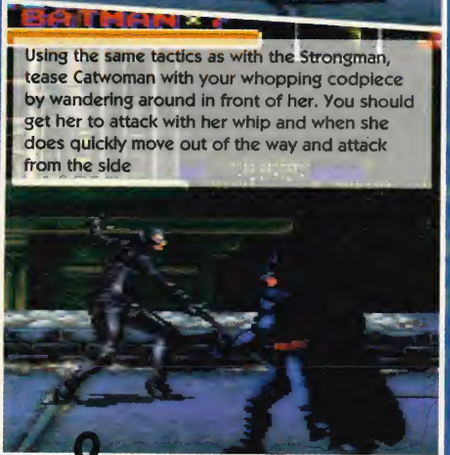


THREE: CATWOMAN

Catwoman is pretty nimble and moves across the screen with lightning speed. When she starts to cartwheel get ready to block her way with your cape as she makes a manic lunge across the screen. As long as you block you won't get knocked down

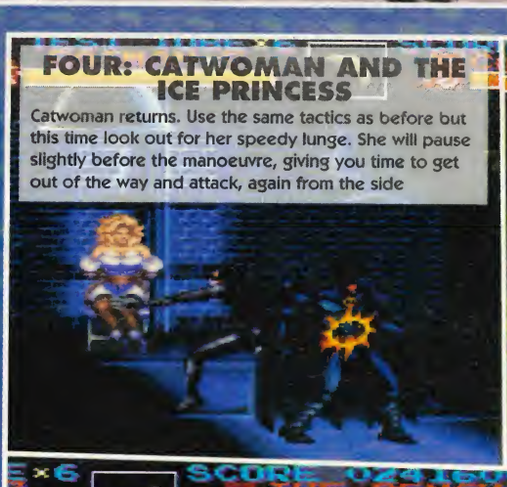


Using the same tactics as with the Strongman, tease Catwoman with your whopping codpiece by wandering around in front of her. You should get her to attack with her whip and when she does quickly move out of the way and attack from the side



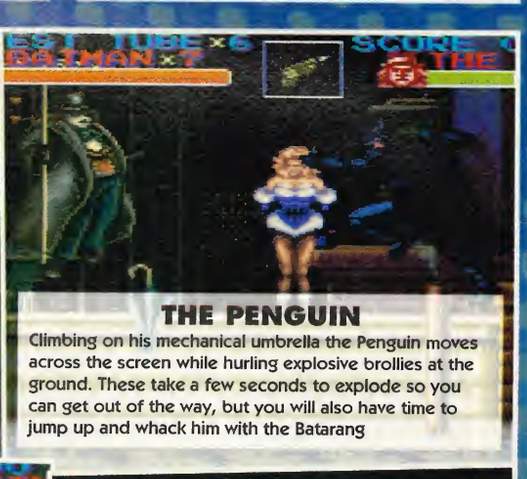
FOUR: CATWOMAN AND THE ICE PRINCESS

Catwoman returns. Use the same tactics as before but this time look out for her speedy lunge. She will pause slightly before the manoeuvre, giving you time to get out of the way and attack, again from the side



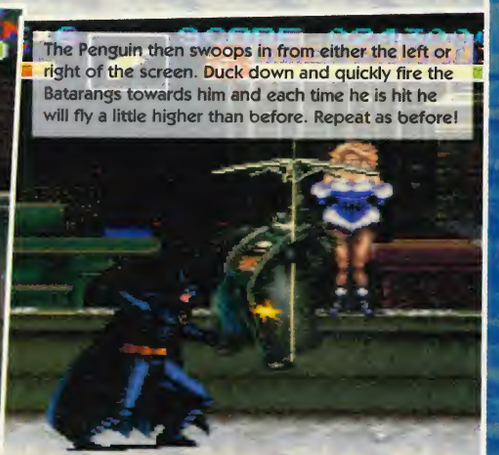
THE PENGUIN

Climbing on his mechanical umbrella the Penguin moves across the screen while hurling explosive brollies at the ground. These take a few seconds to explode so you can get out of the way, but you will also have time to jump up and whack him with the Batarang



The Penguin will then throw the brollies horizontally across the screen and at this point it is imperative to duck because two brollies will skim just above your head

The Penguin then swoops in from either the left or right of the screen. Duck down and quickly fire the Batarangs towards him and each time he is hit he will fly a little higher than before. Repeat as before!



FIVE: PENGUIN'S CAMPAIGN VAN

Keep swerving from left to right while shooting the van, but watch out for the outrider bikers that appear on the sides of the screen. As long as you only swerve enough to keep in line with the van you will easily miss the bikers

Clowns lean out of the van and fire missiles towards you, but as long as you use the same tactics as used during the level you'll be fine. The main problems are the grenades. Three grenades will be chucked at you while the van swerves and the only way to avoid them is to react quickly, moving in the opposite direction to the van

SIX: ORGAN GRINDER

As is the case with all the guardians you have to keep moving. Don't let them home in on your position and get the first strike in. Attack from the side after confusing them by a little ducking and diving

Back to the good ol' tactics! Just pick up the clowns and slam them into the Organ Grinder when he is trying to catch up with your movements. After you have depleted a considerable amount of the Organ Grinder's energy he will resort to dirty tactics by revealing a machine-gun in his box. Stand still and let him set his box down and then swiftly get out of the way to attack him. You could always throw a Batarang at him as soon as he stops, giving you time to approach!

SEVEN: THE PENGUIN

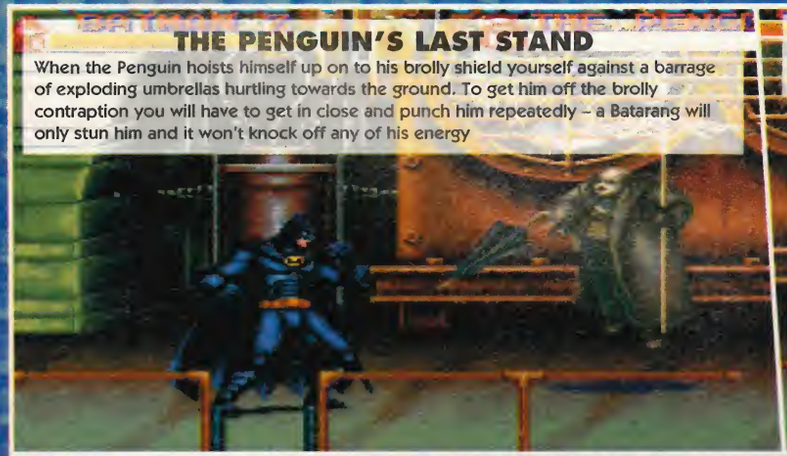
When the duck rises up on its pantograph-style contraption (check out the screen shot) you must jump underneath before it moves back and crushes you

When the duck comes crashing down get a few hits in with the Batarang before it rises up again

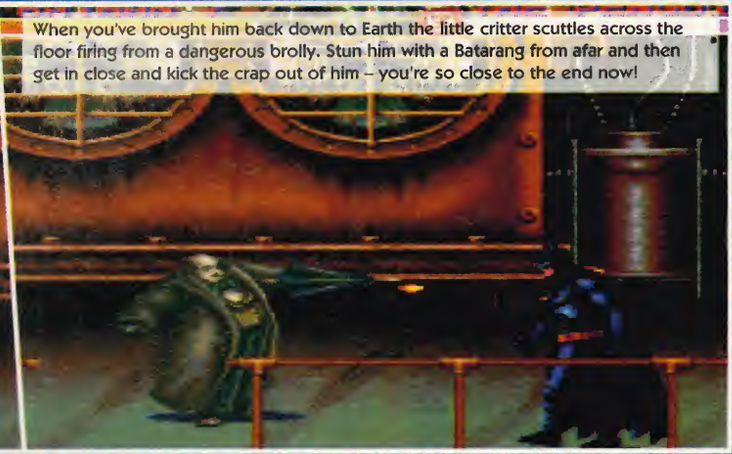
When the duck rises halfway up the screen get ready to use your cape to block a penguin missile attack. You will get hit, but not drastically

THE PENGUIN'S LAST STAND

When the Penguin hoists himself up on to his brolly shield yourself against a barrage of exploding umbrellas hurtling towards the ground. To get him off the brolly contraption you will have to get in close and punch him repeatedly – a Batarang will only stun him and it won't knock off any of his energy



When you've brought him back down to Earth the little critter scuttles across the floor firing from a dangerous brolly. Stun him with a Batarang from afar and then get in close and kick the crap out of him – you're so close to the end now!



BART'S NIGHTMARE

Don't have a cow man! If Bart's nightmares are giving you countless sleepless nights then take a look at this handy guide to finding all the cheeky yellow boy's homework.

Windy World

Firstly, here's an explanation of Windy World and all its quirksome freaks and foes.

1 *Jump over these maniacal mailboxes to receive points, directional advice, chewing gum or watermelon pips for spitting. What an unpleasant young man!*

2 *These confounded creations must be jumped or avoided as you will lose a Z if they hit you. Avoid them if you have been slowed by a puddle as they will swarm around you*

3 *Your magical sibling will transform you into a frog unless you avoid her witch-like wand*

4 *If you do get turned into a wart ridden frog then go and get kissed by your old granny and you'll be back to normal (spitting, blowing gum, the youth of today, tsk tsk)*

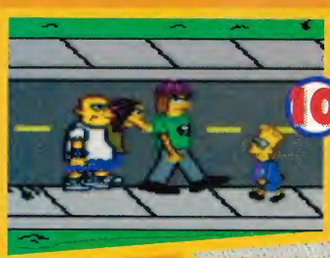
5 *Oh dear, Bart's going to get hit. If he is hit by a bus or certain other objects then you lose a Z but if you blow a bubble and hit a blue Z with it then you get one back. If you hit a red Z then the bubble will burst. So don't hit it*

6 *Jump over this to get a skateboard*

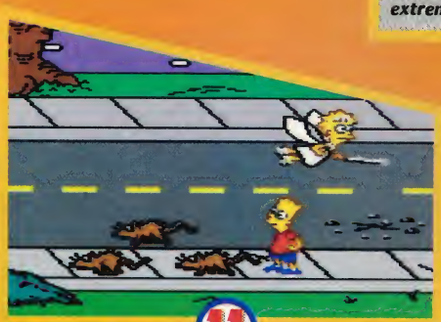
7 *Yo! Rad man. Skate in order to gain extra Zs, jump the cracks, stones and other obstacles. The longer you stay on the more Zs you get. It's the best way to stay asleep*

8 *If this principal guy gets you you'll soon be dressed in a smart suit, You can't blow bubbles but you don't lose Z's. Jump into a puddle to get out of these respectable togs*

9 *Don't get hit by the musical notes or you'll have to moonwalk which is extremely tricky*

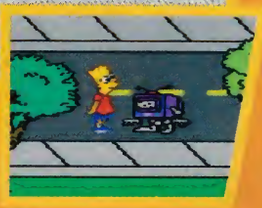


10 *Don't get caught up in this gang or you'll lose some Zs. Avoid them by aiming a bubble at Jimbo's face*



11 *Wait for Lisa to free you by changing them into dirty rats*

12 *This street ain't big enough for the both of us. If you see a telly then spit a pip at it. Usually this will make a page appear*



13 *Mmmm! That's what I like to see. This page will lead you to other levels if you jump on it. Now let's explore the dark recesses of young Bart Simpson's mind*

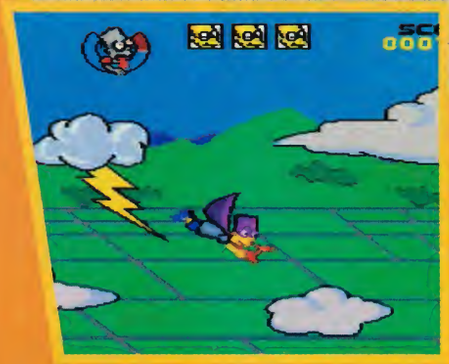
Bartman

The Bartman level is high in the sky. A strange assortment of freaksome flyers in their flying machines await you. They go up tiddly up up they go down tiddly down down.

3 *Shoot these balloons to get some goodies*

1 *This fellow drops a squishy which gives you an energy boost. But watch out for rockets and small planes which you should shoot or avoid*

2 *Run from this nasty cloud which tries to fry you with bolts of lightning. Best option is to fly away as fast as possible*



4 *These female fliers are best dealt with by going to the top right and giving them a volley of shots. When they have gone past go backwards to get them again. Remember that you can touch anything but the basket, the balloon will not harm you. Careful for the bombs they drop*

5 *To finish these two dumb animals bait them down to the bottom of the screen and avoid the peanuts. Now shoot up above the pathetic pairing and drop shots on them. Repeat this a few times and they're goners*

6 *Use the same plan as before for this bloke, go down and shoot the dart he fires, now rise above and pump him full of lead. However, this guy is harder than the elephant so try and be quick and nimble*

7 *The best route through this nuclear smog is near the bottom, so take it easy and avoid the rockets*

8 *When you hear the gunfire start moving to the bottom and shoot the flying ace*

9 *Now move upwards and get above the plane to hit it on its second run. Continue this until you've blown him away*

10 *Ouch! Bart takes a hit from this rotten bounder. Keep going, you'll soon have the cad blown out of the sky*

POWERMONGER

TACTICAL TIPS FROM THE MASTER OF 'MONGERING

Powermonger is a terrifically absorbing war game which is particularly challenging in the later stages. Obviously we can't meticulously guide all 195 battles, but we can reveal useful conquest tips for the enthusiastic warmonger.

CREATING A BATTLE PLAN

1 Hang on! Before you charge around letting your sword do the thinking, sit back and view the territory. Work out where each of the enemy encampments are and plan your attack carefully. You only start off with a few men so don't even try to attack a town crawling with troops. Concentrate on the smaller villages initially, because you'll need to build up your army to attack the cities

2 Starting off at base camp, flick your posture onto aggressive. order your troops to recruit and then scavenge for food. Your home camp often holds men and supplies so make sure you remember this rule every time you begin a new territory

3 Once you've spotted a nearby village it's time to attack. Click on the query icon, then press on the village square to see how many men are present. If there are only a few, bring your posture down to passive and charge in for the kill. Because your men are not fighting aggressively, they won't slaughter every enemy soldier in sight

4 With the town under your control, once again put your posture back up to aggressive and scour the area for recruits and food. Always hunt for supplies with an aggressive disposition as this will reap the biggest rewards

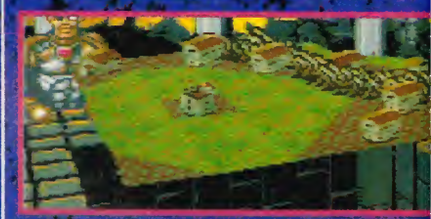
5 Only the early levels can be conquered simply by attacking a village, recruiting men and then going on to defeat the next encampment. Just remember to keep an eye on the conquest balance and make sure you switch over to aggressive for the final battle in each land. Show no mercy and take no prisoners – your men have everything to fight for

6 Obviously things get a little trickier on the later stages. You'll still have to follow the basic rules of recruiting and gathering food after each battle, but now you'll face larger, better equipped armies. Once again, click on the map to look for small, nearby villages which make easy-pickings

7 Beware! A lot of the smaller towns are ruled by powerful leaders who are based in huge cities a few minutes walk away. As soon as they hear of your pillaging, they'll send in an attack force to finish you off

FORGING A

8 Forming an alliance with the dominant enemy ruler is always an excellent plan of attack. Providing they are willing to join forces, you can hide under their wing and attack the weaker enemies, retreating behind your allies for refuge



INVENTING

11 Another thing to remember is that you don't necessarily have to invent weapons – you can always create boats, ploughs and pots. Boats are obviously vital if your base camp is on an island, as they will provide a means of crossing to the mainland as well as fishing for food. Ploughs increase food production and pots are useful for trading

TRADING

Powermonger is basically Populous with more options. Powermonger revolves around beating the crap out of the enemy rather than altering the land with your holy powers, but it's still a difficult game to get into. However, once you're in, it's hard to tear yourself away from this lengthy strategy/war game. It's got lastability, it's got addictiveness – the only thing it hasn't got is speed.

79%

N ALLIANCE

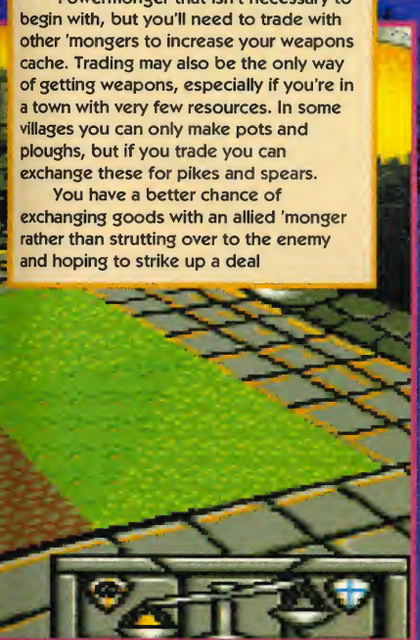
9 Then, when your army is strong, you can safely wander into your ally's base camp, flick your posture to aggressive and beat the living daylights out of them before they can react. It always pays to play dirty!

10 Inventing items is a vital part of the game, but you must be in the correct place to create the right weaponry. Stuff like bows and pikes are adequate for the virgin Powermonger, but I prefer bigger weapons like swords, cannons and catapults. If you want to build swords you need metal and if you want metal, you need a mine

10a A mine takes ages to build and when it is built, your village then becomes a prime target for attack. However, an army with only a few men can quickly churn out weapons when the mine is constructed so it's well worth investing in one. Keep glancing at your food store as your troops can't get food or any supplies while they're inventing

12 Trading is another element of Powermonger that isn't necessary to begin with, but you'll need to trade with other 'mongers to increase your weapons cache. Trading may also be the only way of getting weapons, especially if you're in a town with very few resources. In some villages you can only make pots and ploughs, but if you trade you can exchange these for pikes and spears.

You have a better chance of exchanging goods with an allied 'monger rather than strutting over to the enemy and hoping to strike up a deal



USING MULTIPLE CAPTAINS

13 Another captain is a blessing, as long as you share out your troops between both leaders and give them an ample amount of food. You can then control them independently. You'll have to keep an eye on the status bars at the top of each – if a blood-stained dagger appears, one of your commanders is under attack! Switch back to him quickly and either change your posture to counter-attack the enemy's charge or retreat!

14 The main advantage of having two captains is that you can conquer territories a hell of a lot faster and it's also possible to attack from two directions, catching the enemy in the cross-fire

SPIES

15 Hmm, spies are tricky. There is no point in sending out a spy if you've only got one captain, because if the first captain is killed it's game over, man! Personally, I would only send a spy into the last enemy encampment to see how large his army was before I attacked. If enemy troops are too numerous, time can be spent either producing weapons, gathering stock or recruiting men

SPEED IS OF THE ESSENCE

16 OK, I may have told you earlier to carefully plan your attack, but the quicker you storm the enemy, the less time they have to build up their forces. You need to increase your numbers quickly, so charge the small villages as fast as possible, remembering to recruit and replenish your stocks

Oh, one more thing: ALWAYS RECRUIT AND RESTOCK! Follow those two simple rules and you're halfway to becoming a Powermonger

WARMONGERIN' WEAPONS

BOW
To build bows, your posture needs to be aggressive. Excellent for the early campaigns

BOAT
Great if you need to cross water! You'll need a passive posture and fishermen in your village to construct boats

CANNON
Cannons take time to constuct. Your posture must be aggressive and a merchant must dwell in your camp

CATAPULT
The same requirements as for the cannon: aggressive posture and a merchant in your settlement

SWORD
To build swords you need to contruct a mine first. This takes ages, but it's worth it in the long run

PLOUGH
Farmers need ploughs to cultivate the land and increase food production. Flick to passive posture

PIKE
The pike is perhaps the easiest weapon to build, as all you need to do is select a neutral disposition and then invent!

STAR WING

HERE'S SOME DAMN FINE HELP ON HOW TO FLY TO VICTORY

POWER-UPS AND BONUSES

1. Fly through this ring to regain a large percentage of your energy
2. Fly through these rings to regain a small amount of energy
3. Fly through this to attain an invincible shield, allowing you to take a couple of hits from the enemy without sustaining damage
4. These ships carry the invincibility shield. Shoot them to make it appear
5. These will double your firepower if you fly into them
6. This ship carries the double firepower icon, shoot it to reveal the bonus
7. Fly into this if it comes along to repair your bodywork, and get back some energy
8. This icon will give you a powerful missile
9. Shoot these to reveal a missile icon
10. If you shoot all three diamonds, fly through the ship that appears in the middle. This will give you an extra life

Star Wing (previously known as Star Fox) is a fantastic futuristic shoot'em-up, as good as Nintendo promised. With three game routes to undertake, each with a different difficulty level, Star Wing has a lot to offer in the longevity stakes. The 3D graphics are quite outstanding and rotate with precision and fluidity while the music captures the fast action and the intensity of the gameplay.

94%

LEVEL 1 PLAYING TIPS

The easiest way to get through these falling pillars is to fly at the top in the centre, as they can't hit you here

Shoot the red asteroids and dodge the stone-coloured ones. Apart from this you should shoot everything that moves

When you fly inside a spaceship press select to draw your ship back. This gives you more time to react and also a better view

The arrows indicate which way the doors will open. Shoot them in the middle to change this direction – either up or down – to make passage easier

Fly through this circle without firing at it to receive two missiles that appear soon after

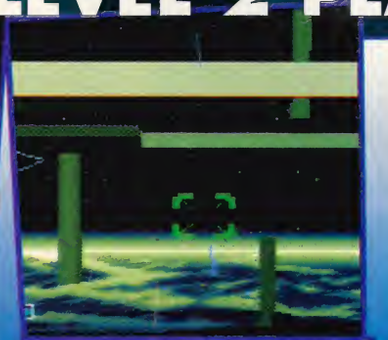
Concentrate on shooting these homing bombs as they appear very frequently and do a large amount of damage

Shoot these big blocks to point the arrow in the direction you want the block to turn

Fly high above these as this makes them easier to avoid. Don't go down for bonuses unless you feel very confident as it's very risky

LEVEL 2 PLAYING TIPS

Stick to a middle route through here and only make minor steering adjustments or you'll hit the rods



Keep pressing the brake button to give yourself more time to steer and dodge these rods

Go under the first tunnel on the right to get this icon which clears away the snowy conditions, giving you a clearer vision

Go in low for these Insectors but veer off at the last second. Try to kill them in this manner before you fly past them or they'll shoot you from behind which makes their fire difficult to avoid

Cross from left to right and keep firing to get rid of these amphibious craft

Spin continually using button L or R when travelling through this cluster of space amoebae or they'll stick to you and waste you

Leave these big gliders unless they're heading straight for you because they seem to home in on you more when you fire at them

When you reach these aliens on hover ships the trick is to wait until they come on screen, then press brake to make them fly on by. This gives you a longer time to shoot them and stops them bashing into you

THE BIG BAD BOSSES

ATTACK CARRIER

Get into this position and be ready to blast the flashing red section of this carrier

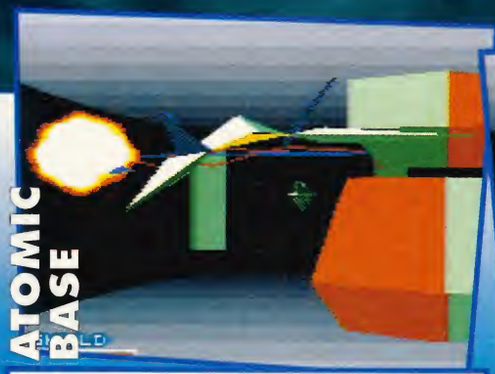
Now move over here and blast the red sections when they appear. As long as you're rapid with the fire button this is really easy

ROCK CRUSHER

Shoot the small red diamonds on both panels as quickly as you can. Be ready to dive under the main body of this craft when it is destroyed

ROCK CRUSHER CONT.

Now keep on shooting the centre of this smaller craft but watch out for the bullets and missiles it fires. Remember to use your own missiles as you can inflict a large amount of damage if you score a direct hit on a boss



ATOMIC BASE

When you get inside here don't move up or down at all. Just stick in your original position and move to the left then to the right (quote, the Stereo MCs), to take out the diamonds at the end of the electrified vector lines

All you have to do is blast the central pivot to destroy this base

DANCING INSECTOR

The only time you can harm the Insector is when it levels out and turns red, but beware of the fireballs that scorch towards you

PHANTRON

Keep firing at this menacing craft and when it splits into three, concentrate your fire on the bottom two ships. Use missiles to do the job more efficiently. You can't shoot the third craft as it flies away to get ready for another battle on the surface of Venom

PHANTRON II

Begin by firing at the bottom two craft and then single out this vehicle. Be ready to dive under its legs when it jumps at you

PHANTRON II CONT.

Shoot the centre of all these foes, using missiles to cause maximum damage to them

Watch out for the leg which this phantron blasts towards you or you'll be a goner!

PROFESSOR HANGER

Stay on one side until it fires the two missiles, then move over to the other side to avoid them. Keep on firing at the top-centre of this villain

PROFESSOR HANGER CONT.

When it duplicates itself into three, get up in the top-left or top-right corner to avoid it. Soon you'll have finished it off. Au revoir professor

PLASMA HYDRA

Aim for the tips of its arms at first

Dive then rise repeatedly, and stay in the centre when it revolves towards you or you'll catch a nasty whack

PLASMA HYDRA CONT.

If you keep shooting the tips of its arms it'll soon be left temporarily armless (ha, ha – the old ones certainly are the old ones). You should be able to finish it off with rapid bursts of fire and well-aimed missiles

METAL SMASHER

Shoot at the centre of these crushers. When they come towards you, brake and pull up just before they close, to prevent yourself being squashed

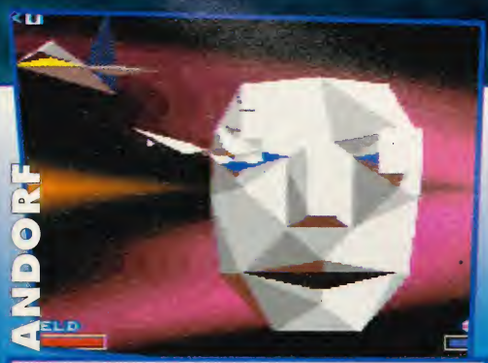
The second time it tries to crush you, brake just before you reach it and pull over to the left or right to avoid it. Keep on blasting away until you blow one away leaving the other vulnerable. Just be careful as it fires laser rings that cause a lot of damage

GALACTIC RIDER

Be ready to let loose a missile just after this craft opens its bay door. This will cause a lot of damage to it

When it comes very close and tries to hit you, the best option is to brake at the last minute which gives you enough time to manoeuvre around to the other side. Keep on firing and launching missiles when the bay door opens and this rider will soon take a nasty fall

ANDORF



Shoot at the eyes when they're blue to blow up this face. When it spews out the big blocks use a figure-of-eight movement to attract the blocks one way, then cross over to the other side

Once you've blown up the face you have to shoot this block. Save up missiles to use for this. You'll have to repeat the process a few times as the face reforms. Soon you'll have disinfected the galaxy of evil scum. Congratulations!

STAR WING

IN PART TWO WE SHOW YOU HOW TO TACKLE LEVEL THREE

LEVEL 3 PLAYING TIPS

An outstanding factor of Star Wing is that its difficulty curve is almost spot on. For once, the final level is the most difficult, a quality that is so often lacking in the majority of today's games. Fortunately, this game throws up just enough extra lives, credits and shields to keep you flying. The level also sports even more impressive graphics, especially the sea-monsters and flowers on the planet Fortuna – watch out for them, and have fun!

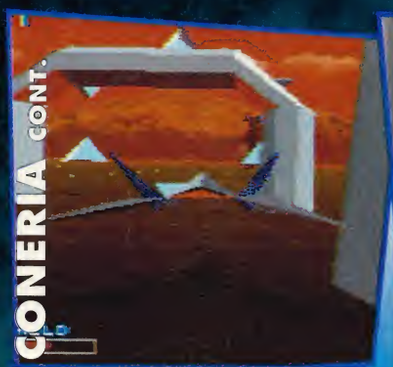
CONRERIA

Don't bother going for the bonuses behind the doors on either side. Take out Peppy's pursuer and flip onto your side as you pass between them

Fly directly towards the pillars and shoot to topple them.

Bank sharp left to avoid the four pillars that follow

CONERIA CONT.



Fly into the tunnel and collect the extra smart bomb.

Bank left and collect a shield as you leave

Fly in low as you approach these buildings to avoid the hidden pillars that fall.

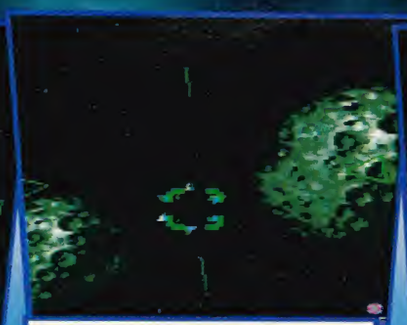
Fly up and down quickly over the building in front and stay low as you leave

Shoot the hovering things first. Take out one and as the others land, take out the unprotected gun turret.

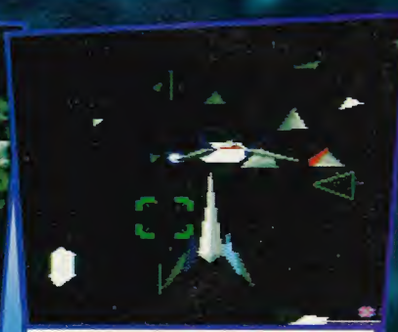
Blow away the remaining two hoverers as they fly back up. Destroy the two turrets to complete the level

ASTEROID BELT

After the first asteroid field, a small blue ship will appear with two larger satellites. Take out a large ship and shoot the smaller one to collect a double shot



In the following asteroid field shoot the fireball launchers at a distance – their aim is more accurate the closer they get. Look out for two large asteroids as you leave, there is an extra shield wedged between them



Fly through the small tunnel, shoot and collect the extra life that appears.

The following asteroid field contains enemies that strap on to asteroids and propel them towards you. Keep a good distance from these!

ASTEROID BELT CONT.

Watch out for asteroids with faces that home in on you!

The six glowing arms need to be shot to destroy the big sod. Concentrate fire on one arm, and continue firing in the same place as it revolves. As it fires its lasers, move well away. It will then fire a net and try to pull you in. Plenty of L and R button here! If it catches you in the net, quickly push the L and R buttons to escape. Be very aware of things coming at you and be very patient. It will take time to destroy the big sod!

This really is an all-time classic piece of software. Star Wing is up there with Elite, Wizball, Street Fighter II, the Mario Adventures and Mario Kart as one of those rare games which has a special, indefinable, addictive quality. Every home computer and console has a game that it will be remembered for, and Star Wing is surely a contender for the SNES. OK Nintendo, what about my fee?!

94%

FORTUNA

Fly low as the level opens to avoid the petals of the plants opening out in front of you

Fly above the sea at height to avoid the fish that leap out of the water

These fire-breathing sea monsters follow you as you pass. Avoid them as best you can, and when there's some sea in front of you accelerate past them

The secret is to shoot at the bird when its two heads disappear into its neck. As it advances towards you, fly into either top corner of the screen and slow down to avoid its neck and tail as it turns. Plenty of L and R button-pressing helps avoid the fireballs

SECTOR Z

It's possible to fly through these gaps on your side

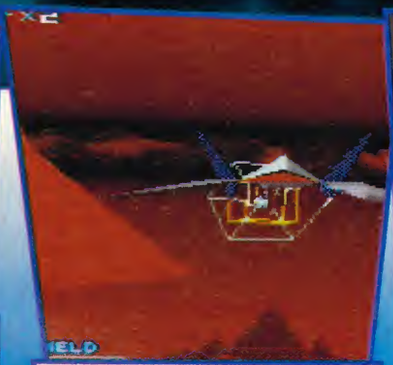
Keep left as you approach the space station to avoid the revolving blocks. You will automatically appear at the front doors

Shoot the three points on the wall as the room revolves. Try to pick your spot, as stray shots can release little scout ships that fire on you.

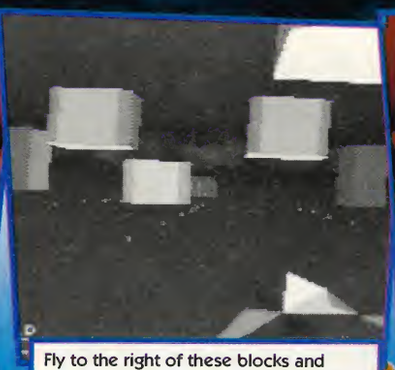
Once all three lines are turned off, turn to the middle and fire a bomb. Now, hammer the fire button to destroy it

MACBETH

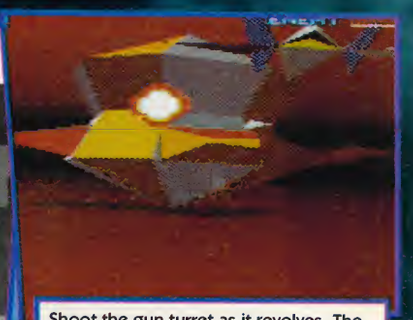
Flip onto your left as the level opens. Collect the extra bomb and as you go round the corner, flip onto your right. Keep firing all the time. Straighten up as you leave the cavern and fly low towards the two big ships



Approach the volcano at height. Swoop in low at the last minute, firing as you go to destroy the lava rocks. Collect the shield



Fly to the right of these blocks and keep shooting as enemies pop out from behind them. As you destroy the second enemy, slow down and bank left to collect the extra weapon



Shoot the gun turret as it revolves. The left of the screen is best for this. Slow down once they are all destroyed, and fire a bomb. Stay low – it's the glowing base you need to shoot at.

Try to save a bomb for when its energy falls to a low level

VENOM

When this extra bomb appears take out a couple of the enemy satellites, turn onto your side and accelerate to collect it. More bonuses will follow, so be prepared.

Fly on your side at all times, as it gives the missiles less of a target

Shoot the glowing gun-mountings as you swoop over the ship. Only one bomb will have any real effect – so approach at height, swoop in late, drop the bomb and clear off quickly

Once the cruiser is destroyed the mother of all battles begins on the surface of Venom. Next month all will be revealed, unless of course, you can do it yourself before then.

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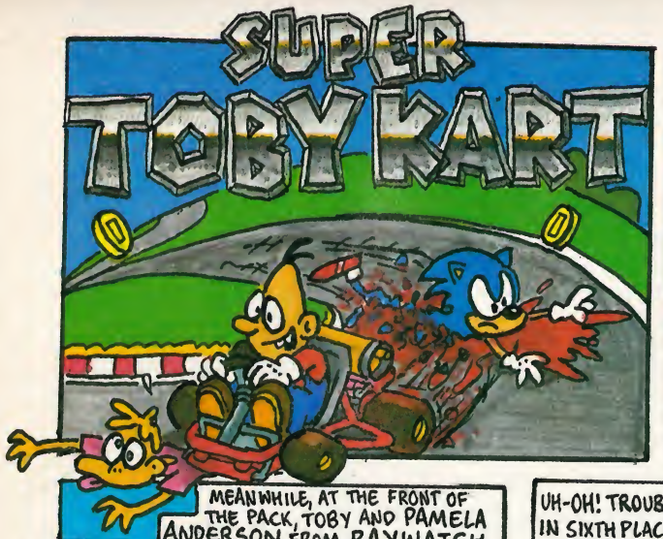

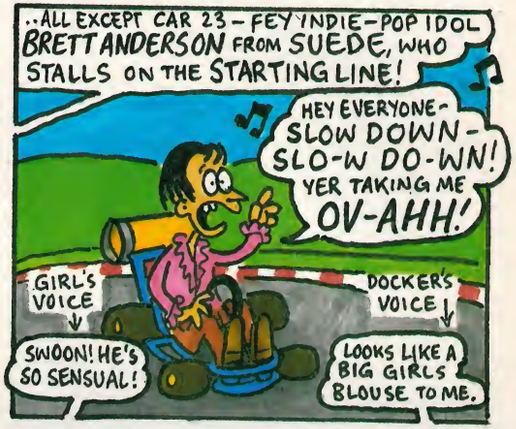

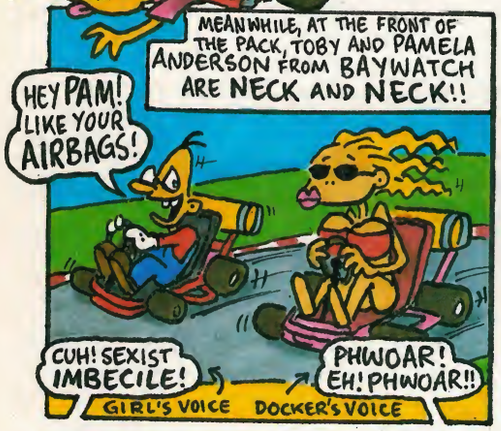

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Level One

The best way to get through this is to be a running pacifist. Learn the nasties' movements and, whatever you do, don't hang around

Go in here after dodging the first fireball and pump the tall fire bloke's head. After this watch the towers and run past after they've dropped three skulls

When the ground rumbles double jump onto a rock or the wave will wash you away. Jump over eyeballs

On this part learn which areas of ground set off these skeleton rollers and be ready to double jump over them. Always clear the way by wasting all of the red blobs from a safe distance

Level Two

Ahoy there me hearties, shiver me timbers and splice the mainsail etc. On this level keep moving, and if a ghost materialises shoot it straight away then keep on running. Double jump up to platforms and jump over or under swinging blades

These chests rear in the air then release a pink amoeba. Bend down and fire to waste this pinko then continue on your way

Level Three

Temperatures rise on this part and you must avoid all fire and lava. If you go halfway down a ladder that leads nowhere then come back up at the start there will be a chest containing a green suit

Always shoot the tiny blokes before they swoop on you. Then blast shots into the big guys ducking under their shots of flame. Watch out as they can fire from levels below. Double jump carefully over the fire before the skulls drop flame from above

This section is tough – the timing of double jumps has to be mastered. Most of the leaps will need a double jump, very few can be cleared with only a single. Watch out for the spikes on the conveyer platforms and try and learn how far you need to jump. It's tough but easier once you know how

Run from this beggar and try to reach the next section. It may cost you a life but these Red Aces are virtually impossible to defeat at this point

Level Four

Speed is of the essence here, keep running whilst stopping to kill the big floaters armed with axes

When the scenery starts to flash like this you should leap onto one of the platforms (on the left here) and then you will be held safely whilst the screen spins and jagged points emerge from everywhere. Double jump then blast away to kill the green fire breathers

On this section stay near the back of the moving platform and wait for the purple blowers to finish before passing them. Blow away all the blue blobs as soon as you see them. You must time your movements perfectly to avoid being knocked to your doom

Blast each head as quickly as possible and dodge their fireballs

The best way to vanquish this fellow is to keep jumping and pumping whilst moving back. Remember to double jump to gain extra height on shots

Run back to avoid his extending neck but once in a safe position keep on firing

When he cocks his neck he will fire an egg, get behind the egg and be ready to waste the small fellow who emerges. Always remember to keep a fair distance from Bosses so you have time to react to all their moves

Jump off this Death slide when you reach here or you'll end up in the treacherous briny

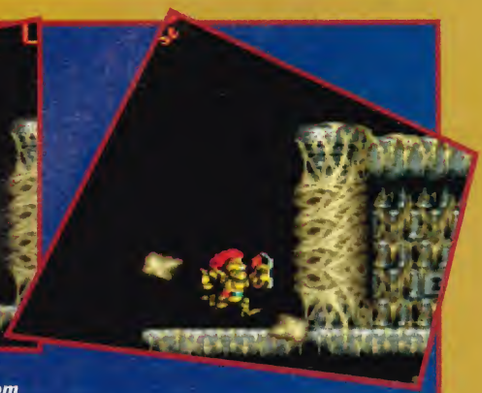
Remember that you control these rafts so jump over and walk under things. Keep near the back of the screen to give yourself time and double jump up to quickly destroy the squibs that fire out small shots. Shoot your way through scenery in some places and destroy anything that moves. Some rafts need a single jump to land on them, some need a double. Learn which is which

This one's a piece of cake. Just pump shots into his ugly face and jump or duck his coned shell shots. When he's about to fire retreat a little to make things easier

Here you must shoot the statues to clear the way. It is useful to have arrows on this part as the small bats fly at you from difficult angles and the spiral path adds to the confusion. Double jump off the floating platforms to reach the next tower. Watch out for vicious pygmies who drop on you unless you are treading carefully on the fourth and fifth towers

Stand here and try to catch this circular spinner on it's head as it revolves around you. Duck and shoot when it's going fast then stand up and shoot when it slows

After its spin cycle this well rounded (Ha Ha) character will fire stones from either side or from above. Double jump when they come from the side to clear all of them



If the stones fall from above just move right or left into a safe gap to avold them

If given the chance, this cunning Hydra will transform into three leaping fellows who are easy to avoid. They will, however, reform on the other side so turn around and keep firing

Weaponry

The lance is an average, straight flying weapon but is fairly slow. The dagger is a very quick, deadly weapon,the best one to have. The crossbow is a diagonal weapon which is very useful in certain areas. The scythe is a quicker version of the lance. The torch and the axe are erratic and useless but the tri-blade is good for killing the large airborne aces. Weapons will gain power if you get suits of armour from chests. Don't open chests if you have no armour or a wizard will turn you into a mewling baby.

SUPER GHOULS 'N GHOSTS

Level Five

The weather worsens and you must traverse upwards Double jumping over icy fragments and up onto some new platforms

Jump up to distract these big fellows icy breath then pump them with your weapon. The same tactic can be used on the flowers but dodge their first shot before attacking them. Keep your distance whenever possible

Here Arthur receives a painful blow to the family jewels. Brings tears to your eyes just looking

When the snow wobbles in front of you one of these icy lines will emerge. Move slowly forward, ensuring you shatter the pipes and avoid the undulating ghosts

Again, make a dash for the next section. Don't stay and fight (as revenge on these beggars will come later)

Cheat Mode

To make the game less tedious and more accessible use this cheat to gain a level select screen: Go to the option screen and press L and start on controller 2. Simultaneously press start on controller 1 and you'll get a level select screen.
This cheat allows you to access your favourite levels immediately and makes up for the lack of a save or password option. Use it without feeling guilty as it prevents a lot of unneeded stress and frustration on later levels.

Level Six

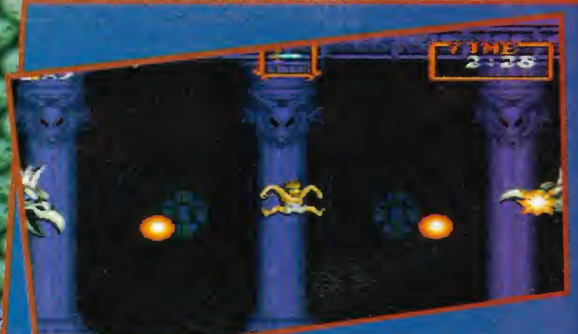
Things begin to get really hard now and only an iron will and stiff upper lip will get you through this section

Fire to appear this chest and hope it contains arrows or a tri-blade

Level Seven

As you near your beloved princess there are dastardly birds to slaughter and even more of those terrible flying headaches, the Arremer aces. Keep on trying and don't give in

Kill the midgets then climb ladders and doublejump and shoot to waste the birds



Stand in the middle and concentrate on one bird whilst dodging the fireballs, once you've finished off one the other is a sitting duck (ho ho)

Level Eight

Now, stay calm. Fix yourself a large brandy and light up one of your Hamlet specials. You have to go RIGHT BACK TO THE START to find the bracelet. Doh! Back at the start you should play carefully and search through all the chests to get the green then gold armour. Now you should find a blue shield

If you have the blue shield then one of the next few chests should contain a fairy with the bracelet.It can be found here or further on as long as you have the shield and gold armour.Now, back through all the seven levels again and, Jumping Jackrabbits, you're tooled up against that archly villainous, gold suited swine, Sardius

Stand by either foot and jump just after the lasers pass (now in the photo). The saucers should take you up to his head level where you can get at him

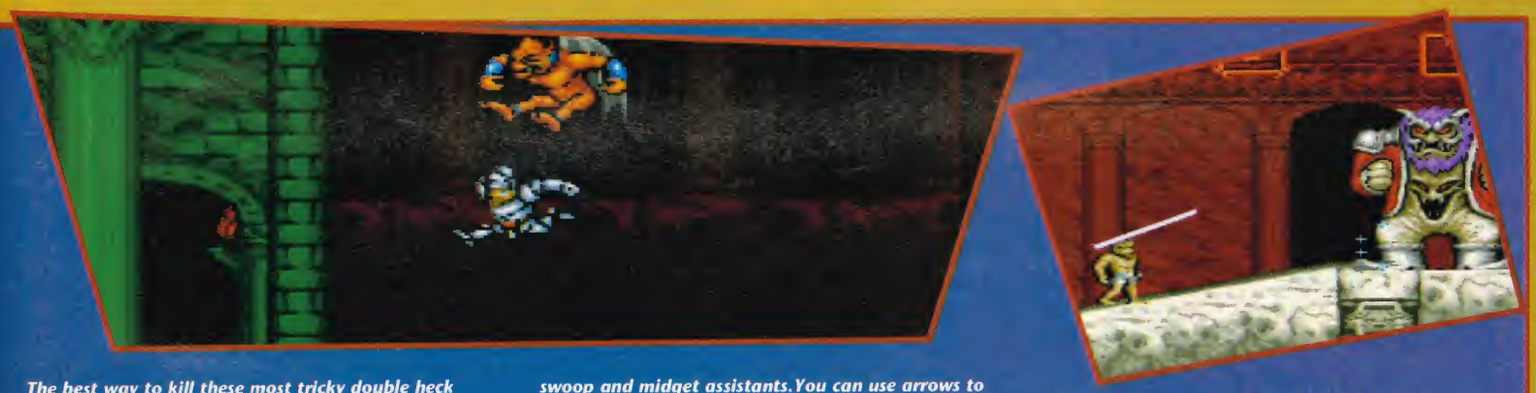
These mongrels are best killed by shooting them before they move. Or you can run underneath them when they leap. The arrow is handy here

When the ground shakes, a big drift is imminent. Make sure that you are on a platform above it or clinging to a ladder

Shoot this icy fiend in his face repeatedly in order to cause his demise. Watch out for his whirling claws

Watch it when he fires his ice shots, as if you get hit you will find yourself frozen. Run to the left to avoid them

If you do get frozen press button A repeatedly to defrost yourself. Also,watch the swirling claws he fires



The best way to kill these most tricky double heck beggars (officially entitled Red Arremer Aces) is to get underneath them and, using the tri-blade, give them a shot up the backside. Watch out for their deadly swoop and midget assistants.You can use arrows to crouch and pelt them but it's very frustrating. Try to lure them into the large area at the start as they are less deadly here

This big fellow can only be hit on his head so jump and fire. However, watch out for his deadly fire and laser combination

You've dealt with these ghosties before so they don't need any explanation. Just run and then crouch to kill the grumpy blobs

After passing another confounded Arremer Ace it's another big Asutaroto to dispose of.Follow the same method you used on his brother downstairs

This Nebiroth's more tricky. Watch for his extra long fire breath and his large blue laser shot. Be patient and keep out of reach, occasionally shooting him when you are sure it's safe

He takes one in the face. Gan on my son

Never jump on a saucer if there are no laser bolts at the same time. It will end in disaster

You've knacked the beggar at last. Nicely done – you can now have a merry humdinging Christmas

MORTAL KOMBAT

RICHARD LLOYD IS BOBBINS AT...

THE PRETENDERS

JOHNNY CAGE

STRENGTHS

A fast mover, Johnny can reel off a stream of rapid punches while facing his opponent. Special moves are easy enough to perform, although the package check is ridiculous.

WEAKNESSES

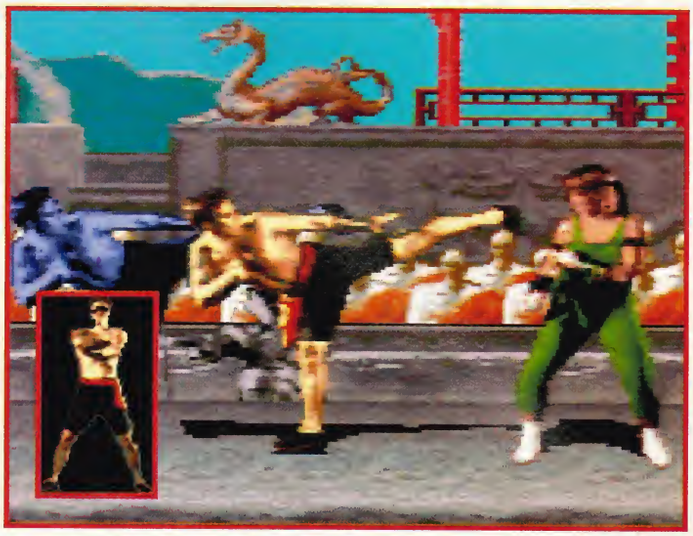
Tends to charge in and not bother with tactics, making him vulnerable to special moves, especially from Sub-Zero and Scorpion.

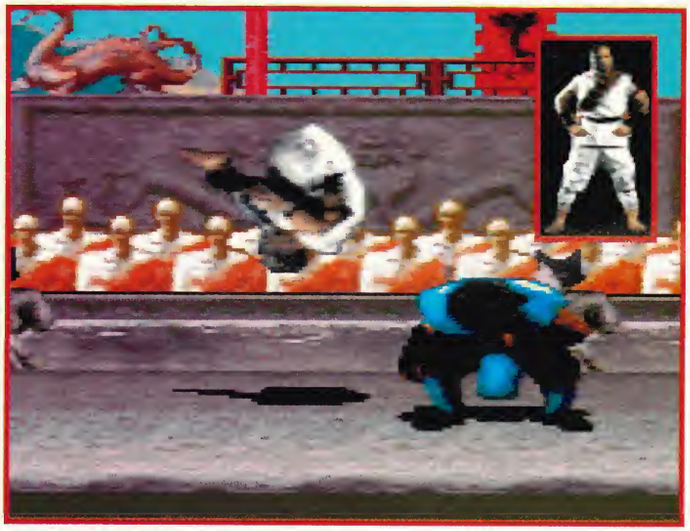
COMBINATIONS

A couple of flame blasts followed by a high kick and sweep. Then just punches his opponent's lights out.

END SEQUENCE

Johnny learns the importance of his fighting skills and the value of the tournament. He returns to Hollywood and uses his knowledge while filming 'Mortal Kombat – The Movie' and its many sequels.





KANO

STRENGTHS

Tough and rugged, Kano is a good battler. His upper-cut is untouchable in terms of the damage it can cause.

WEAKNESSES

Slow – and it shows when fighting someone like Liu Kang. His spinning attack is difficult to master. Kano tends to do the same thing over and over, and this lack of variety is easily punished.

COMBINATIONS

Usually a couple of spinning blades followed by a spinning attack, rounded off with either an upper-cut or a few powerful punches.

END SEQUENCE

Kano does the decent thing and runs the tournament into the ground by handing it over to his employers – The Black Dragon Organisation.

RAIDEN

STRENGTHS

Arguably the most impressive of the special moves, Raiden's teleport is difficult to defend against. A good battler, his torpedo and raidentricity moves inflict major damage.

WEAKNESSES

Raiden is slow-moving and has an annoying habit of regenerating every time he's knocked down, giving his opponent a vital second to get in another attack.

COMBINATIONS

Smart. A dash of electric, teleport and torpedo. Repeat until dead!

END SEQUENCE

Flash git that he is, Raiden becomes bored of being champ and invites all his god-like chums to partake in the tournament. To cut a long story short, they all have a big war and the world ends.

In my opinion, Mortal Kombat has never really touched SFII, either in the arcade or on the SNES. However, judging by the huge following the game has, some people must like it! Only the special and death moves distinguish the characters, who lack the 'personality' of the SFII stars. Despite its great digitised graphics, MK's glaring faults consign it to the 'nearly but not quite' cupboard.

85%

LIU KANG

STRENGTHS

The fastest fighter, Kang's whippet-like speed can destroy an opponent in seconds. Has a good all-round collection of attacks and his special moves are the easiest to perform.

WEAKNESSES

Despite the easy special moves, Kang's death move is fiddly to perform. Though his strength is in his speed, it can also sometimes be his worst enemy, as too many quick movements can mean accidentally walking into an opponent's attack.

COMBINATIONS

Kang has no set combinations as his speed around the screen allows him to pick and choose his attacks from the front or back of his enemy.

END SEQUENCE

Kang returns control of the competition to the Shaolin Monks, rids the tournament of corruption and restores its good name. Everyone lives happily ever after.

SCORPION

STRENGTHS

Easily the best character, Scorpion has the perfect balance of speed and skill, coupled with the most devastating special move (the spear). Scorpion's breath of fire is also the easiest death move to perform.

WEAKNESSES

Very slow to block at times, Scorpion can be caught on the hop by a few quick combinations.

COMBINATIONS

High kick, spear, upper-cut, leg sweep. Simple and effective.

END SEQUENCE

Having lost his family following his brutal murder at the hands of Sub-Zero, Scorpion was allowed to seek his revenge in the tournament through reincarnation. As champion, Scorpion can do nothing but keep his curse secret, knowing he will never see his family again.

SUB-ZERO

STRENGTHS

Sub-Zero's ice move is his big plus as it is totally immobilises his opponent. He operates at a reasonable speed and is tough enough to fight at close quarters when necessary.

WEAKNESSES

Sub-Zero's power slide is too fiddly and difficult to warrant regular use, especially in tight spots. Also, Sub-Zero's once famous death move has been toned down for the Super Nintendo.

COMBINATIONS

Not necessary, just freeze your opponent and pick a spot to clobber them!

END SEQUENCE

Sub-Zero disappears, having received payment for the assassination of Shang Tsung by a wealthy enemy of the old man.

SONYA BLADE

STRENGTHS

Quick and agile, Sonya is a popular character to choose. Her energy wave is easy to perform, unlike her leg toss, although this can cause real damage even when executed at a distance.

WEAKNESSES

Her pointless flying punch can only be done when an opponent is jumping towards her which means that timing must be perfect – which is virtually impossible.

COMBINATIONS

Difficult, but worth it. Try a couple of energy waves followed by a leg toss. Finish the opponent off with a string of punches or leg sweeps.

END SEQUENCE

Sonya secures the release of her combat unit and brings about the downfall of the Black Dragon Organisation in the process. Hurrah.

THE DEFENDERS

GORO

The four-armed Goro looks mean, but is in fact the easiest of all the opponents to beat. He has an inexplicable urge to come charging at you, not bothering to block any attacks you make. Low moves, such as sweep kicks or low punches are useless as he will spread-eagle himself onto you and proceed to kick your character around the screen.

If you are thrown to the ground, hold the block button as you stand up to prevent him kicking you to death. Jumping kicks, roundhouses and special moves are the order of the day, especially if your character has a fireball of some shape or form.

SHANG TSUNG

The old man is a sort of hybrid of all the game's characters and will randomly change his form into that of a previous enemy. By far his most favoured characters are Goro, Sub-Zero, Liu Kang and Raiden, so remember your tactics for beating these fighters.

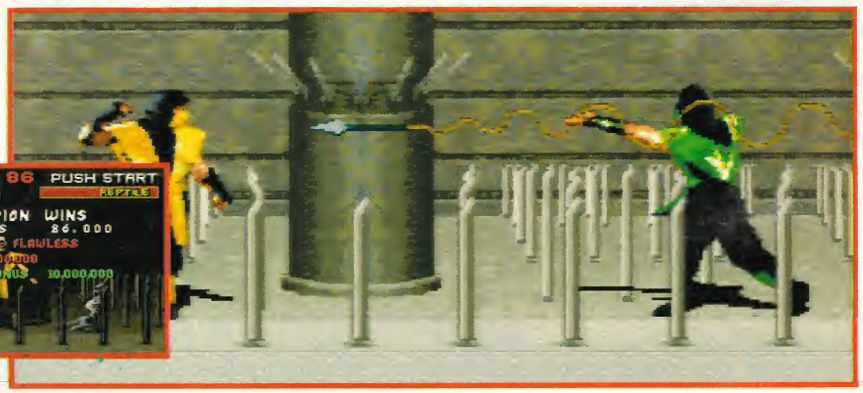
Shang Tsung also possesses a mean fireball, so be ready to jump or hit the block button quickly. Like Goro, the old man won't bother to block many of your moves when he's in his original form, so again, kicks to the head are recommended.

REPTILE

Reptile is Mortal Kombat's hidden character who appears from time to time rambling on about La Luna and the like. To access him is easy-ish – on the pit stage you'll need to get a double flawless victory and use your death move, after which you'll be transported into the pit to face him.

Like Shang Tsung, Reptile is a hybrid of the game's characters, except he performs all of their special moves rather than magically changing into the characters themselves.

Reptile is far and away the game's most difficult opponent to beat and you'll need to draw on all of your skills. Constantly blocking and then moving in when you have the chance to quickly sweep or jab him is probably the best advice I can give. The reward (10 million points finishing bonus) is well worth it!



SIZE DOESN'T MATTER

Here are a few points to help you along your way...

During endurance matches, block or high kick the moment the first opponent disappears. The side of the screen you are on determines which direction you attack – for instance, if you defeat the first enemy and are stood on the left of the screen, block or jump kick to the right (the second opponent will appear from this side) and vice versa.

Each computer-controlled character will perform the same set of moves in sequence as you attack: block – special move – attack – punch. Study these movements and you'll discover the quickest ways to beat them.

Kano will use his spinning attack whenever you jump at him or duck to sweep him when he is knocked to the floor. Beware!

When testing your strength, try quickly sliding you finger across the A and B buttons and hitting the L button when the bar reaches the line.

EXPLODING FIST SYNDROME

Unfortunately, like so many beat'em-ups, Mortal Kombat has a few moves which when repeated can virtually guarantee a win or at the very least cause major damage to your enemy. Here they are in all their glory...

SWEEP KICKS

Repeated sweep kicks as your opponent stands after being knocked down can, in many cases, produce a flawless victory every time. This is best used when playing as quick-moving characters like Scorpion or Liu Kang.

However, this tactic is not recommended against certain opponents – Sub-Zero will power-slide you, Liu Kang will block your sweep and Goro will simply proceed to jump all over your head.

LEFT/RIGHT WALL JUMP KICKS

It sounds confusing, but it isn't really. Move your character to the furthest left or right of the screen and somersault backwards against the screen's edge. Now, as your opponent approaches, high kick them to the head as you jump. You should jump over anything they throw at you and catch them in the head with your kicks every time. There really isn't any character that this tactic doesn't work against.

SPECIAL MOVE: OPPONENT BLOCKS - JUMPING SIDE KICK

The most difficult but most impressive combination to do. Activate your special move, be it the fireball, spear, torpedo etc, and should your opponent block it, quickly follow it up with a somersault and kick to their head. This is best used against Reptile or Liu Kang who are technically superior fighters and block whenever they can.

OFFICIAL STAMP

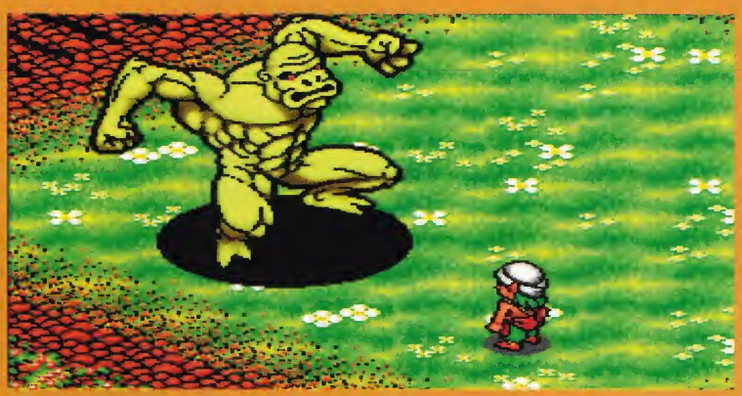
A ROUND-UP OF THIS MONTH'S OFFICIAL UK RELEASES

EQUINOX

House: Sony
Price: 49.99
Type: Arcade Adventure
Energy High: Superbly atmospheric, great learning curve, compelling gameplay
Energy Low: Too easy for advanced players, viewpoint is often deceptive due to strange perspective

Not to be confused with an RPG, Equinox is an in-depth action adventure that is as impressive to play as it is to look at. Using your talents of deduction and a fair amount of magic, Equinox sucks you into a huge and complex world that welcomes gamers with open arms...and then won't let go.

The main game lies within a 3D environment filled with complicated puzzles and gruesome opponents. Each level, of which there are seven, consists of diamond-shaped rooms linked together to form a massive web with each room holding its own secrets.



Most rooms have some kind of hazard, be it a monstrous enemy, spikes, a closed gate, an unreachable exit, suspended platforms or deadly ghosts that home in on your position. Contrary to what you may believe at the time, there is a solution to every puzzle – blocks can be pushed to form a causeway, keys can be found to open gates, enemies can be shot and various spells can be used in desperation!

Due to the 3D perspective and lack of shadows, blocks appear to be situated on the floor when in fact they hang precariously in mid-air. This odd angle sometimes makes it impossible to tell where blocks are in relation to each other and through this, clever puzzles are created. As you progress through the levels the puzzles become more and more complicated, while the actual rooms increase in number to form a bewildering labyrinth of multicoloured rooms and corridors.

Bonuses are found within the levels which aid your magic and fighting skills. Items such as keys can also be picked up to open locked gates, but the main objects required are special tokens that allow passage to the customary end-of-level guardians blocking your route to the next level.

These guardians are extremely large as well as devious. Although their movements adhere to a strict pattern, they pose a considerable problem due to their speed and dexterity. Each one is as colourful as its surrounding landscape and has a thumping good soundtrack which kicks in as you approach it.

Upon completing a 3D level you venture above ground onto a 2D map viewed from above. Here you will again bump into adversaries, but you also have the opportunity to collect food to revitalise your health and magic to aid your spells. This map also allows you to seek out the next level as you search for the correct route to the next island, à la Zelda III.

Overall the game is superb – it presents an exciting and compelling challenge that is ideal for beginners, whilst also offering advanced adventures. The puzzles are confusing yet challenging, and the control system is highly intuitive. Overall, a thorough adventure that will delight gamers of all ages and persuasions.

SUPER CONTROL

CHUCK ROCK

House: Sony
Price: 44.99
Type: Platform
Energy High: Lots of humour
Colourful graphics
Energy Low: Not enough levels
Fairly easy

Chuck Rock is a comical one-player romp that takes you on a journey through five belly-butting levels filled with reptiles and dinosaurs of all shapes and sizes. It was first seen on the Amiga and has survived the transition to the Super Nintendo rather successfully.

Consisting of five levels, Chuck Rock ventures through a volcano, a jungle, a swamp, the Ice Age and a graveyard as he searches for his beloved girlie who has been cruelly nabbed from him by the evil Gary Gritter. Armed only with a mean belly-butt and the ability to hurl huge boulders, Chuck faces a hoard of prehistoric manifestations as he embarks on his noble mission.

Chuck Rock's platform design makes the game incredibly straightforward – you enter the level, kill the enemy, find the exit and it's game over – simple as that. However, the wide variety of comical enemies and challenging landscape layouts such as lava lakes, bottomless pits and spikes prove to be challenging obstructions.

Despite his cumbersome size, Chuck is in fact rather athletic and can leap and bound over the terrain as good as any Carl Lewis impersonator. His belly-butt is a very effective weapon, while his nifty flying kick is capable of stunning many a fearsome guardian.

Although the graphics may not be the most impressive ever to grace the Super Nintendo, they certainly don't let it down. Neither does the digitised speech that blurts forth from Chuck Rock's gruesome great gob when he feels in need of a quick "Unga bunga!". The wealth of enemy sprites opposing Chuck inject humour into the game with their bizarre little quirks and mannerisms, even Chuck's boingy belly-butt fails to get as many laughs as his adversaries do.

Although the difficulty level isn't too taxing, the entertainment factor keeps you enthralled. Once finished this is the kind of

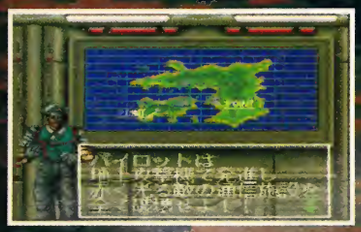
game that you could return to, but I doubt if it would get quite as many laughs the second or third time around.

SUPER CONTROL **80%**

SUPER AIR DIVER

House: Sunsoft
Price: £49.99
Type: 3D Shoot'em-up
Energy High: Fast Mode 7
Good fighter sprites
Uses DSP for greater speed
Energy Low: Boring and repetitive
Poor flight effects

Super Air Diver is a cross between Pilotwings and Super Strike Eagle, but fails to reach the standards set by either. This could have been something really special with its use of Mode 7, however we found ourselves left wanting for more after each and every level.



Choosing from four fighter craft including the Tornado, you take to the skies in an effort to complete mission objectives specified at the beginning of each level. You have a fuel limit and damage meter and you must destroy your quota of enemy targets before either is depleted.

Before embarking on a mission you can also specify which weapons are to be carried on board – some weapons are more effective than others, depending on which mission lies ahead. Enemy fighters send out a fair amount of flares, chaff and guided missiles, but thanks to the incredibly responsive controls it is all too easy to avoid the barrage of bullets.

In the air you view your plane from behind as a 3D Mode 7 landscape sweeps flatly by beneath you. Minimal detail has been included into the backgrounds and as with most Mode 7 outings of this kind, the graphics are horrendously blocky. Using afterburners, brakes and a nifty 360 degree roll, it is very easy to get the hang of dogfighting and strategic manoeuvres, so much so that any real challenge diminishes rapidly.

There is little variation included in the very linear level design, you either fight in air-to-air combat or air-to-ground missions. In the end this is nothing more than a second rate Afterburner clone with substandard Mode 7 graphics and mundane gameplay.

SUPER CONTROL **55%**

HOOK

House: Sony
Price: 44.99
Type: Platform
Energy High: Beautiful graphics
Bouncy music
Variety of levels
Energy Low: Painful slowdown
Pan shuffles along rather than bounds
Far too easy to complete

Yet another platform game, this time springing from the fruitful loins of Sony. A spin-off from Steven Spielberg's successful film of the same name, Hook is a 10-level, one-player affair that succeeds in capturing the basic story-line of the film if nothing else.

Revolving around Pan's exploits in Neverland, Hook retells how Pan single-handedly takes on Captain Hook and his dastardly pirates. Designed as your bog-standard platform romp, the adventure takes you through various locations in Neverland such as the Never Tree, the snowy mountains and Captain Hook's ship as you swipe out with your sword and fly to higher reaches thanks to Tink's fairy dust.

Graphically, Hook is quite superb. Bright and detailed backgrounds scroll gently by, while cute sprites grace the intricate foregrounds. The game has some very nice animated features but unfortunately Pan's movements tend to look strained, and like an old gramophone you wish you could wind the speed up a little.

No matter how good Hook may look, the truth of the matter is that it is phenomenally easy. Here at Super Control, reviewers managed to easily complete the game in under four hours. While there are a substantial number of enemies littering the levels, none of them present any real threat and the guardians are little more of a challenge.

Even the infamous Captain Hook lurking ominously in levels 10 and 11 is somewhat of a pushover. Considering he marks the end of the game, you would expect him to be something of a challenge! Once finished, it is doubtful whether you would return to this game unless you truly adored the mindless hacking and slashing.

Overall, Hook is somewhat of a disappointment – it had such great potential that has unfortunately not been realised.

SUPER CONTROL **71%**

SUPER Q-BERT

House: System 3
Price: 39.99
Type: Action
Energy High: Infuriating gameplay, graphics enhanced since the original, lots of bizarre levels
Energy Low: Far too difficult on later levels, Bert is sometimes sluggish, lack of password system

For the ageing gamers amongst you, this game may be all too familiar from those days down the arcade with your half-penny chews, your best friend playing a neighbouring Asteroids machine, the 50p that would last you all day and your can of Quatro teetering atop the cabinet. Ah, the memories...

Q-Bert is a classic in the same league as the original Space Invaders. It's the quirky little tale of an orange blob with legs and a big hooter who favours jumping around multicoloured, 3D isometric grids avoiding bouncing blobs, coily snakes and spinning discs.

The original Q-Bert saw Bert bounding around a basic pyramid shape in his bizarre attempt to transform the structure's blocks to a constant colour. This time the playing areas are more surreal in their design, posing greater problems and ultimately a bigger challenge more in tune with modern games and their players.

Just to recap, Bert can move diagonally between the blocks and when touched a block will change colour. Whereas in the early levels the blocks change colour only once, during the later levels the blocks can change numerous times requiring tactics and strategy to take charge of the action.

This could be really dull if it wasn't for the wide variety of enemy sprites that accompany Bert on his trek across the isometric terrain. Blobs bounce from

block to block trying to knock Bert off his podium and snakes relentlessly pursue Bert, but the real buggers are the frogs who undo Bert's hard work by changing the colour of each block they land on.

There are over 100 levels, all of which increase in difficulty the further you get into the game. The infinite continues aid gameplay immensely and in some ways take the nitty-gritty challenge out of the action by removing the quest to get through it all on one measly life.

With its fancy and often puke-provoking Acid House backgrounds, Q-Bert 3 offers more than its arcade counterpart graphics-wise. The gameplay remains intensely frustrating but there are now oodles more levels. However, that original magic experienced all those years ago is sadly somehow missing.

SUPER CONTROL **81%**

OFFICIAL STAMP

DIRECTORY ENQUIRIES

OFFICIALS

Listed below are the games currently available officially in the UK, and are fully compatible with British PAL machines.

ACTRAISER
ENIX • £49.99
A unique combination of action and strategy as you hack your way through this Populous/Sim City cocktail. **79%**
▲ Loads of things to do
▼ Slightly too easy

ADDAMS FAMILY
OCEAN • £44.99
Tough platform romp with superb presentation. Enjoyable. **81%**
▲ Gorgeous presentation
▼ Easy to complete

AGURI SUZUKI F1 DRIVING
LOZC • £44.99
One or two-player racing sim with Mode 7 on overtime. Neat graphics, but ultimately yawn-invoking. **62%**
▲ Two-player mode
▼ A bit dull really

ALIEN 3
ACCLAIM • £49.99
Really atmospheric platform-cum-shoot'em-up with moody graphics and challenging gameplay. **83%**
▲ Plenty to do
▼ Can become repetitive

ANOTHER WORLD
INTERPLAY • £44.99
Unusual combination of shoot'em-up and adventure. **80%**
▲ Gob-smacking graphics
▼ Far too easy

ASTERIX
INFOGRAMES • £44.99
Simple but playable platform adventure featuring our favourite Frenchman. **82%**
▲ Nice graphics & gameplay
▼ Nothing special

AXELAY
KONAMI • £44.99
Glorious shoot'em-up with astounding graphics and plenty of action. **84%**
▲ Amazing graphics
▼ Some glitching in places

BART'S NIGHTMARE
ACCLAIM/LJN • £44.99
A unique game comprised of many sub-games. **83%**
▲ Whacky humour
▼ Maybe too weird

BATMAN RETURNS
KONAMI • £49.99
A visually spectacular, but limited beat'em-up. **79%**
▲ Great graphics and sound
▼ Very limited action

BEST OF THE BEST
ELECTRO BRAIN • £44.99
A kick boxing/karate challenge with over 50 moves available. **55%**
▲ Accurate kick boxing game
▼ Awkward control method

BIOMETAL
ACTIVISION • £45
A ridiculously hard blaster plagued by abysmal slowdown and awful glitching. Set over six levels. **25%**
▲ Extremely challenging
▼ Far too difficult and boring

BLAZING SKIES
NAMCO • £39.99
This World War 1 'flight sim' is more like a 3D shoot'em-up. **63%**
▲ Lots of missions
▼ A bit boring, really

BLUES BROTHERS
TITUS • £44.99
A typical platform game romp with great graphics and smart updated musical effects. **84%**
▲ Tough and challenging
▼ Aren't enough levels

BOB
ELECTRONIC ARTS • £45
Fairly good platform sci-fi fun. Take BOB through three different planets to reach his blind date. **69%**
▲ Some nice little animated touches
▼ Slow, plodding and difficult

BUBSY
NINTENDO • £39.99
What promised to be an excellent platform romp is dogged by annoying gameplay. A great shame. **61%**
▲ Visually excellent
▼ Frustrating to play

CHESSMASTER
MINDSCAPE • £44.99
Mindscape's SNES release of the home computer classic. **51%**
▲ A pleasant change
▼ Why pay £50?

CLAYMATES
INTERPLAY • £44.99
Varied and humorous platform romp with addictive gameplay. **85%**
▲ Superb graphics
▼ A little frustrating

COOL WORLD
OCEAN • £44.99
A dire platform romp. **41%**
▲ Graphics and sound are OK
▼ Very frustrating and ultimately tedious

CRASH DUMMIES
ACCLAIM • £44.99
Lame platform game with little going for it other than your limbs fall off on a regular basis. **45%**
▲ A nice idea
▼ Dull implementation

CYBERNATOR
NCS MASIYA • £44.99
Graphically impressive shoot'em-up featuring masses of enemies. **73%**
▲ Good graphics and action
▼ Slight glitching

DAVID CRANE'S AMAZING TENNIS
ABSOLUTE ENT • £44.99
David Crane's Amazing Tennis sacrifices decent gameplay for (almost) orgasmic graphics. **66%**
▲ Outstanding animation
▼ Difficult perspective

DEATH VALLEY RALLY
SUNSOFT • £49.99
Play the role of the Road Runner against the warped mind of Wile E Coyote in this graphically accurate platform romp. **60%**
▲ Graphics are big and bright
▼ Gameplay sucks, very tricky

DESERT STRIKE
ELECTRONIC ARTS • £45
A topical shoot'em-up where you return to the Gulf to give the Iraqis a taste of their own medicine. **86%**
▲ A blaster with attitude
▼ Can get a bit hard at times

DRAGON'S LAIR
ELITE • £44.99
Marvellous graphics from the laser disc machine are translated quite well. Eminently challenging. **74%**
▲ Some neat visual effects
▼ Very repetitive

DRAKKHEN
INFOGRAMES • £49.99
A massive role-playing game that is set in a bizarre world of polygons. **70%**
▲ Playing area is massive...
▼ But boring to explore

EQUINOX
SONY • £49.99
Superb isometric adventure with outstanding graphics and highly addictive gameplay. **85%**
▲ Compelling gameplay
▼ Dodgy perspective at times

EXHAUST HEAT
OCEAN • £44.99
An enjoyable and fairly accurate Formula 1 driving sim that borrows its graphical style from F-Zero. **66%**
▲ Stomach churning visuals
▼ Lacks two-player option

FAMILY DOG
T*HQ • £44.99
Distinctly average conversion of the American cartoon series. **56%**
▲ Humorous, well-animated
▼ Slow and annoying at times

FINAL FANTASY MYSTIC QUEST
NINTENDO • £39.99
FFMQ is an RPG aimed at the beginner. Easy to pick up, hard to put down. **71%**
▲ Immensely absorbing game
▼ Combat system is a bit boring and it's a tad easy

FINAL FIGHT
CAPCOM • £49.99
Classic beat'em-up action with Cody and Haggar. **75%**
▲ Almost like the real thing
▼ And just as boring

FIRST SAMURAI
KEMCO • £49.99
An Amiga conversion that looks like an Amiga conversion. **73%**
▲ Fairly good chopping spree
▼ Some dodgy graphics

F-ZERO
NINTENDO • £39.99
F-Zero looks brilliant and plays well, but is a bit on the bland side. **71%**
▲ Wonderful Mode 7
▼ Not very exciting to play

GEORGE FOREMAN'S KO BOXING
ACCLAIM • £49.99
Unfortunately, all the excitement of a real fight has been lost in the translation. **32%**
▲ Plenty of opposition
▼ Looks bad, plays bad

GODS
MINDSCAPE • £49.99
Top-quality platform game that only has four levels, but they are all huge and extremely hard. **83%**
▲ Big, tricky, great graphics
▼ Controls let it down

GUNFORCE
IREM • £49.99
Pathetic attempt at a platform shooter that tries too hard with all sorts of little gimmicks, but misses out on any playability or presentation. **46%**
▲ Quite hard in places
▼ Annoying, no gameplay

HOME ALONE
T*HQ. • £44.99
Super Control's most hated game. It's boring, it looks crap and it plays like a steaming pool of yak bile. What more can I say? **9%**
▲ None whatsoever
▼ The game

HOME ALONE 2
T*HQ. • £44.99
Basically the same as the original, but slightly improved – just run along, dodging the hotel porters etc. **36%**
▲ Better than the first
▼ Still a complete load of crap

HUNT FOR RED OCTOBER
HI-TECH • £44.99
Poor conversion of film, but it is compatible with Super Scope. **31%**
▲ It's Nintendo Scope compatible...
▼ ...And SNES compatible

JAMES BOND JNR
T*HQ. • £44.99
Nothing to do with the films. Unexciting platform adventure. **31%**
▲ Varied gameplay
▼ Poor in every other respect

JIMMY CONNORS' TENNIS
UBI SOFT • £44.99
Challenging Super Tennis for the title of best tennis simulator, it comes close but doesn't quite make it. **85%**
▲ Accurate and entertaining
▼ Awkward to play at first

JOE AND MAC
ELITE • £44.99
An enjoyable one or two-player platform romp that soon becomes a little repetitive. **72%**
▲ Humorous graphics with slick animation
▼ Insufficient variation

JOHN MADDEN '93
ELECTRONIC ARTS • £45
Better than the original, but too complicated. A bit boring. **72%**
▲ Good, realistic graphics
▼ Too complicated

JURASSIC PARK
OCEAN • £54.99
Surprisingly good exploration/problem-solving game. Great sound, marvellous graphics. **86%**
▲ Loads to do and it isn't a shoot'em-up
▼ Too much walking about

KEVIN KEEGAN'S PLAYER MANAGER
IMAGINEER • £49.99
Incredibly in-depth football manager game with a version of Kick-Off thrown in for good measure. **81%**
▲ Lots of playability
▼ Not for the casual soccer fan

KING ARTHUR'S WORLD
JALECO • £44.99
Send in the footsoldiers to fight their way across 23 battlefields in this mediaeval Lemmings clone. **79%**
▲ Fiddly controls
▼ It's so goddamn slow!

KRUSTY'S SUPER FUN HOUSE
ACCLAIM • £44.99
Help Krusty rid his Fun House of the invading rodents in this addictive puzzle-cum-platform game. **81%**
▲ Loads of intricate levels
▼ Krusty's sprite is really annoying

LAGOON
KEMCO • £44.99
Not as slick or as challenging as Final Fantasy or Zelda. **52%**
▲ OK-ish presentation
▼ Not very exciting

LEMMINGS
SUNSOFT • £49.99
A totally unique game that has been a hit on every machine it's been released on. **86%**
▲ Great fun in both one and two-player modes
▼ Controls are a little tricky

LETHAL WEAPON
OCEAN • £44.99
Play Riggs or Murtaugh and complete the easy missions. **58%**
▲ Fairly good film trilogy
▼ Disappointing graphics

LOST VIKINGS
NINTENDO • £39.99
Superb Nordic platform romp requiring a fair amount of thought and dextrous handling to survive. **90%**
▲ Extremely addictive
▼ Can waste hours playing it

MARIO ALL STARS
NINTENDO • £49.99
Four NES games on one cart with improved graphics. **91%**
▲ Amazing value
▼ Not as good as Mario 4

MARIO PAINT
NINTENDO • £59.99
Art package with mouse **52%**
▲ The mouse is handy
▼ Too simple

MICKEY'S MAGICAL QUEST
CAPCOM • £49.99
A bright and colourful platform romp, but it is too easy. **84%**
▲ Looks great and is enjoyable to play
▼ Too easy to complete

MIGHT AND MAGIC II
ELITE • £44.99
Substandard RPG with first-person perspective. **58%**
▲ Large playing area
▼ Poor graphics and execution

MORTAL KOMBAT
ACCLAIM • £59.99
Superb digitised fighting frolics from

Acclaim. Violent as hell. 85%
▲ Good, clean, violent fun
▼ Not quite SFII

NHLPA HOCKEY
ELECTRONIC ARTS • £45
Electronic Arts' dabbling on the ice hockey front is incredibly animated and realistic. 78%
▲ Realistic ice hockey sim
▼ Maybe too realistic

ON THE BALL
TAITO • £45-£50
Try and get a little chrome ball through a maze. 79%
▲ Addictive and fast gameplay
▼ Initially confusing

OUTLANDER
MINDSCAPE • £44.99
A Mad Max kind of thing, but nowhere near as entertaining. Drive and shoot your way through rough terrain. 30%
▲ It's got guns in it
▼ Repetitive, poor graphics

OUT TO LUNCH
MINDSCAPE • £44.99
Pierre Le Chef travels the world catching vegetables in this platform game. 71%
▲ Looks great and all sprites have character
▼ Repetitive and dull

PAPERBOY 2
MINDSCAPE • £39.99
Dire presentation and non-existent gameplay make Paperboy II one of the worst games ever. 12%
▲ Erm...there aren't any
▼ Unadulterated dross

PARODIUS
KONAMI • £40-£45
A hilarious and welcome change to the shoot'em-up genre. 83%
▲ Great fun to play
▼ No two-player option

PGA TOUR GOLF
ELECTRONIC ARTS • £45
Presentation is first class on this ropey conversion. 70%
▲ Good visuals
▼ Like the real thing, PGA gets very tiresome

PILOTWINGS
NINTENDO • £39.99
The ultimate Mode 7 flying game with unbelievable graphics. 86%
▲ Gorgeous Mode 7 graphics
▼ Questionable longevity

PITFIGHTER
T*HQ • £39.99
Erm... 12%
▲ A grand total of none
▼ The game

POP N TWIN BEE
KONAMI • £40-£45
Pop N Twin Bee is an average vertical blaster. 53%
▲ Superb graphics
▼ Rather uneventful

POPULOUS
IMAGINEER • £44.99
Play God and order your minions to cause severe destruction to the other deity's villagers! 80%
▲ Highly original and playable
▼ Frustrating in the long run

POWERMONGER
IMAGINEER • £49.99
God-like battle simulation that lets you rule the world – literally! Full of tactics and strategy. 79%
▲ In-depth gameplay
▼ Slow to play

PRINCE OF PERSIA
KONAMI • £54.99
20 levels of pure quality platform romp make up the dungeon which you have to negotiate. 84%
▲ Excellent animation
▼ Can be rather frustrating at times

PUGSLEY'S SCAVENGER HUNT
OCEAN • £44.99
Six levels of gorgeous graphics, the sound is ream and it's great fun to play. Smart. 85%
▲ Thoroughly enjoyable
▼ It's bloody hard

PUSH OVER
OCEAN • £39.99
A cerebral domino game much in the same vein as Lemmings and Krusty's Super Fun House. 79%
▲ Challenging gameplay, cute graphics and a good laugh
▼ A little simplistic-looking

RACE DRIVIN'
T*HQ • £44.99
The SNES conversion of the popular arcade machine. 21%
▲ Three tracks to race on
▼ The game is slow, scrolling jerky and ultimately anal

RIVAL TURF
JALECO • £44.99
Final Fight action with two-player simultaneous mode. 55%
▲ Simultaneous two-player game
▼ Unexciting and graphically flawed

ROBOCOP III
OCEAN • £49.99
A six level blaster-cum-platform romp. You probably won't manage to get past the first level. 29%
▲ Yeah, right
▼ Too hard and it glitches

ROCK AND ROLL RACING
INTERPLAY • £44.99
An incredible rock soundtrack hides the shallow gameplay. 70%
▲ Some of the best music yet heard on the SNES
▼ Bores after a while

SIM CITY
NINTENDO • £39.99
Create your own city, then watch as it falls apart at the seams. 85%
▲ User-friendly and very addictive
▼ Doesn't really use the machine's capabilities

SPIDERMAN & THE X-MEN
ACCLAIM • £44.99
Initially quite enjoyable, Spidey soon becomes boring because it's so hard. 60%
▲ Lots of Marvel characters
▼ Tiresome

SPINDIZZY WORLDS
ACTIVISION • £44.99
Guide a spinning-top through tight gullies to reach your goal. 50%
▲ An old classic
▼ Very basic visually

STAR WING
NINTENDO • £44.99
The first Super FX game is visually orgasmic. 94%
▲ Great graphics and sound
▼ Flash shoot'em-up, really

STREET FIGHTER II
CAPCOM • £64.99
This is the ultimate beat'em-up and is an amazingly close conversion of the arcade original. 93%
▲ Immensely playable
▼ Slows a little on UK SNES

STRIKER
ELITE • £44.99
The finest soccer game on the SNES with challenging gameplay. 88%
▲ Addictive gameplay
▼ Sure-fire scoring

SUPER ADVENTURE ISLAND
HUDSON SOFT • £44.99
A graphically superb platform-cum-beat'em-up romp. 78%
▲ Pant-swingingly good sound
▼ Where's the challenge?

SUPER ALESTE
COMPILE/TOHO • £44.99
This visually impressive shooter is now officially available and is one of the better blasters. 70%
▲ No slow-down
▼ Too many power-ups

SUPER BATTLETANK
ABSOLUTE • £44.99
More of a shoot'em-up than a tank sim, the objective of this Gulf war tie-in is to blast the enemy in your M1 tank. 54%
▲ Nice presentation with the occasional digitised graphic
▼ Shallow gameplay

SUPER BOMBER MAN
HUDSON SOFT • £45
This incredibly addictive, multi-player puzzle game should take the world by storm. 92%
▲ Multitap compatible for four-player battles
▼ Far too addictive

SUPER CASTLEVANIA IV
KONAMI • £44.99
A highly atmospheric and enjoyable platform beat'em-up – this one's a real challenge. 86%
▲ First class graphics and challenging gameplay
▼ A bit dull at times

SUPER GHOULS 'N' GHOSTS
CAPCOM • £39.99
A frustratingly difficult platform adventure set over eight levels. 83%
▲ Very challenging
▼ No password system

SUPER GOAL!
JALECO • £40-£45 42%
▲ Loads of stats and options
▼ Frustratingly unplayable

SUPER JAMES POND
OCEAN • £44.99
Dated in all accounts, but may appeal to younger players. 66%
▲ Very cute, stylised graphics
▼ Sorry, seen it all before

SUPER KICK OFF
ANCO • £44.99
An enhanced version of Pro Soccer, Super Kick Off features bigger graphics, faster action and an improved control system. 79%
▲ Quite playable
▼ Difficult to play

SUPER MARIO ALL-STARS
NINTENDO • £39.99
Four classic Mario games converted onto the Super Nintendo! A dream come true? 91%
▲ Four superb, big games
▼ Import prices are steep

SUPER MARIO KART
NINTENDO • £39.99
Hurrah, Mario Kart is by far the best game ever. Why? Because it's so playable, it's funny, it's addictive, the graphics are great... 95%
▲ Everything is perfect
▼ Not a single flaw

SUPER MARIO WORLD
NINTENDO • £44.99
This is the SNES's best platform romp with plenty of hidden extras. 92%
▲ Outrageously playable
▼ Graphics are basic

SUPER NBA BASKETBALL
TECMO • £45-£50
Stats, options, a bouncing ball – this has got it all. 83%
▲ Playable, fast and fun
▼ Stats are boring

SUPER OFF ROAD
TRADEWEST • £40-£45
Great off-road racing fun in two-player mode. 70%
▲ Great with two players
▼ Soon becomes tiresome

SUPER PANG
CAPCOM • £40-£45
Converted from the coin-op, the SNES version is for one player only but is still incredibly playable. 80%
▲ Great fun in both game modes
▼ Because it's only a one-player it soon becomes boring

SUPER PROBOTECTOR
KONAMI • £44.99
Awesome shoot'em-up with breathtaking graphics. 87%
▲ Action-packed, a visual feast
▼ Some slow-down

SUPER R-TYPE
IREM • £44.99
Exclusive to the SNES, Super R-Type is a mixture of the two arcade games, R-Type I and II. 71%
▲ Some of the best shoot'em-up graphics
▼ Major slow-down, too easy

SUPER SMASH TV
ACCLAIM • £39.99
Maim thousands of thugs as you rush through the levels. 73%
▲ Good, harmless fun
▼ Basic graphics, mindless gameplay

SUPER SOCCER
NINTENDO • £39.99
This game relies on snazzy Mode 7 rather than gameplay. 61%
▲ Excellent visuals
▼ Gameplay is lacking

SUPER STAR WARS
JVC/LUCASARTS • £55
A class mixture of beat'em/shoot'em and even driving action. 88%
▲ Stunning in most areas
▼ A pain in the butt at times

SUPER STRIKE EAGLE
MICROPROSE • £44.99
Some nice Mode 7 tends to disguise the repetitive gameplay. 59%
▲ Lots to do and see...
▼ Over and over again

SUPER STRIKE GUNNER
ACTIVISION • £44.99
Super Strike Gunner is a bit dull and lacks serious shooty action. 70%
▲ OK in two-player mode
▼ A little boring to play

SUPER SWIV
STORM • £44.99
Action-packed blaster in the guise of either a chopper or a tank. 85%
▲ Constant action with great, smooth graphics
▼ It's bloody hard

SUPER TENNIS
TONKIN HOUSE • £39.99
The best tennis sim ever. 91%
▲ Simply the best tennis game
▼ None

SUPER WWF
ACCLAIM • £44.99
Boring conversion of the shite American sport. 56%
▲ Nice, big beefy graphics
▼ Crap – like the real thing

TAZ-MANIA
T*HQ • £44.99
Original racing game with Taz running up the screen to collect Kiwis. 78%
▲ Novel gameplay
▼ Lack of variation

TEST DRIVE II
ACCOLADE • £44.99
Includes some of the fastest production cars in the world. 58%
▲ Occasionally thrilling
▼ Gets boring, lacks finesse

TINY TOON ADVENTURES
KONAMI • £40-£45
One of Konami's finest games with first-rate presentation, addictive gameplay and a wide variety of exciting levels. 86%
▲ Extremely playable
▼ It's a bit on the easy side

TOM & JERRY
HI-TECH • £40-£45
The lack of Tom is nothing compared to the lack of challenge and presentation! 35%
▲ Tom & Jerry
▼ Unoriginal platform effort

TOP GEAR
KEMCO • £44.99
Slick graphics and smooth scrolling make for great fun either on your own or with another. 85%
▲ Very playable
▼ Easy in one-player mode

TOP GEAR 2
KEMCO • £44.99
Excellent sequel with improved graphics and gameplay. 89%
▲ Car flips, full one-player screen
▼ Too easy, no pit lane

TRODDLERS
STORM • £44.99
A rip-off of Lemmings, only Troddlers is not as good. It's got a two-player option and loads of levels though. 56%
▲ 150 levels ensure longevity
▼ Frustrating gameplay

TUFF E NUFF
JALECO • £65-£70
Serious contender for Street Fighter II's beat'em-up crown. 89%
▲ Lots of atmosphere
▼ Just misses the mark

TURTLES IV
KONAMI • £44.99
The graphics are virtually faultless and it's a good laugh too. 75%
▲ Visually stunning
▼ Too easy

ULTRAMAN
BANDAI • £39.99
A laugh at first, but then you realise you forked out £40 for it. 44%
▲ Quite amusing
▼ Laughable

UN SQUADRON
CAPCOM • £49.99
Loads of levels, heart-pounding action and brilliant graphics. 82%
▲ Gorgeous graphics
▼ Slight slow-down

WARPSPEED
ACCOLADE • £45-£50
A similar game to Wing Commander but not quite as good. 78%
▲ Great graphics
▼ Drags on a bit

WAYNE'S WORLD
T*HQ • £45
Platform game with a close resemblance to BOB. 46%
▲ "We're not worthy!"
▼ Very repetitive

WING COMMANDER
MINDSCAPE • £45-£50
Accurate conversion of the now classic PC space blaster. 80%
▲ Keeps you going for ages
▼ Looks rather basic in places

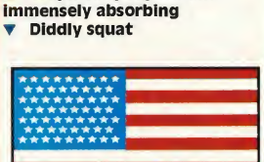
WING COMMANDER: THE SECRET MISSIONS
MINDSCAPE • £44.99
Brand new mission cart in same vein as original. 77%
▲ Exhaustive gameplay
▼ Too similar to original

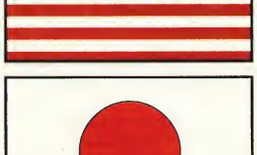
WORLD CLASS RUGBY
IMAGINEER • £39.99
Rugby Union simulation featuring plenty of options and smooth scrolling. 72%
▲ Great use of Mode 7
▼ Slightly unresponsive

WWF ROYAL RUMBLE
ACCLAIM • £59.99
Far superior to the original, this version lets six wrestlers into the ring at once. Good fun. 70%
▲ 12 wrestlers
▼ Repetitive gameplay

DIRECTORY ENQUIRIES

ZELDA III
NINTENDO • £39.99
The definitive role-player on the SNES. **89%**
▲ Graphically superb and immensely absorbing
▼ Diddly squat





IMPORT

All the games below are available through independent retailers nation-wide, but you'll need a convertor or a Japanese Super Famicom or an American Super NES to run them.

ALIENS Vs PREDATOR
IGS • £45-£50
The most famous movie monsters, Alien and the Predator, team up for this scrolling beat'em-up. **46%**
▲ Some nice graphics
▼ It plays like a snotty tissue – a wasted opportunity

AMERICAN GLADIATORS
GAMETEK • £44.950
Lots of muscles but poor graphics and shoddy gameplay. **41%**
▲ Event variation
▼ Little challenge

ARCANA
HAL • £35-£40
A fairly enjoyable Dungeon Master-ish RPG that is a bit on the slow side in places. **62%**
▲ Visually pleasing
▼ A bit easy

ART OF FIGHTING
TAKARA • £50-£55
Excellent conversion of the Neo Geo classic. Great graphics. **84%**
▲ Harder than SFII
▼ A bit sluggish

ASTRAL BOUT
A-WAVE • £35-£40
A pretty dire wrestling-style beat'em-up with little enjoyment factor. **36%**
▲ Decent selection of moves
▼ The best is the off switch

AUGUSTA MASTERS GOLF
T&E SOFT • £40-£45
More T&E Soft golf rampages, this time well-presented at the annual Augusta Masters Championship. **73%**
▲ Just like the real thing
▼ Pitch and putt instead

BATTLE BLAZE
SAMMY CORP • £35-£40
Beat'em-up without the frills. **47%**
▲ Good laugh for 10 minutes
▼ Will bore the pants off you

BATTLE GRAND PRIX
NAXAT • £35-£40
An average overhead racing sim which doesn't really live up to its violent title. **44%**
▲ Two-player action
▼ Tiresome, dull and er...crap

BATTLETOADS IN BATTLEMANIACS
TRADEWEST • £55-£60
Is this the hardest game on the SNES? It's certainly one of the most varied games around. **88%**
▲ Superb presentation
▼ Bloody difficult!!!

BIG RUN
JALECO • £30-£35
Race across the desert in this Paris-Dakkar racing simulation. **11%**
▲ Erm...
▼ Everything

BILL LAIMBEER'S COMBAT BASKETBALL
HUDSON SOFT • £30-35
A novel twist to b'ball, Bill Laimbeer allows you to attack the opposition while slam-dunking. **25%**
▲ Two-player option...
▼ Which is as crap as the one-player mode

BLAZEON
ATLUS • £40-£45
A typical shoot'em-up with no special extras. **28%**
▲ Not much really
▼ Most things

BULLS Vs BLAZERS
ELECTRONIC ARTS • £44.99
Basketball sim with sluggish animation and scrolling, blocky graphics. **61%**
▲ Two-player mode
▼ Slow gameplay

CACOMA KNIGHT
DATAM • £40-£45
The age-old classic Qix comes alive on the SNES. **42%**
▲ Classic gameplay
▼ Sluggish and pretty easy

CALIFORNIA GAMES II
DTMC • £44.99
One to eight players can compete in five radical events. **59%**
▲ Novel eight-player option
▼ There aren't eight people that would want to play this!

CAL RIPKEN JR BASEBALL
MINDSCAPE • £40-£45
Another baseball sim which happens to be very similar to the rest. **54%**
▲ Good graphics and sound, two-player option
▼ The computer is too good

CAPTAIN NOVOLIN
RAYASYSTEMS • £39.99
Educational scrolling beat'em-up about diabetes. Should be given away to schools. **32%**
▲ Educational value
▼ Grimy graphics

CHESTER CHEETAH
KANEKO • £45-£50
A strange-looking platform romp with an odd colour scheme. **57%**
▲ It's (sort of) funny
▼ Irritating and too easy

CHUCK ROCK
SONY IMAGESOFT • £45
A Stone Age home computer platform game that has been transformed to the SNES. **78%**
▲ Excellent playability
▼ Samey after a while

CLUE
PARKER BROTHERS • £45
American version of that great (ahem) board game Cluedo. **46%**
▲ Great if you have no friends
▼ Waste of good chips

COMBATRIBES
TECHNOS • £40-£45
More beat'em-up action from a TV cartoon serial featuring three big lads, Berserker, Bulova and Blitz. **54%**
▲ Great graphics
▼ Animation is a little staid

CYBER FORMULA GPX
TAKARA • £35-£40
Looking old-fashioned, this is a playable overhead racing game based on a Japanese TV show. **73%**
▲ Challenging and addictive
▼ Looks a bit out of date

D-FORCE
ASMIK • £30-£35
A drab shoot'em-up with nothing new or exciting to offer. **32%**
▲ Helicopter looks like Airwolf
▼ Tedious gameplay

DARIUS TWIN
TAITO • £30-£35
Dated shoot'em-up. **54%**
▲ Two-player option is good
▼ Dull gameplay

DEVIL'S COURSE GOLF
T&E SOFT • £45
Golf from hell – with weird course designs. **74%**
▲ Four-player option
▼ Slow screen update

DINOSAURS
IREM • £40-£45
A playable six-level platform romp based on the TV series. **76%**
▲ Immensely playable
▼ Too easy to complete

DOOMSDAY WARRIOR
RENOVATION • £39.99
Beat'em-up with extravagant special moves but dodgy controls. **58%**
▲ Impressive special moves
▼ Far too easy and static

DRAGONBALL Z
BANDAI • £40-£45
Translation of a popular Japanese Manga series, using a confusing split-screen beat'em-up technique. **57%**
▲ Split-screen approach
▼ Fiddly and unexciting

DUNGEON MASTER
JVC • £50-£55
A slow and highly flawed conversion of one of the best games ever devised. **65%**
▲ The original is a classic
▼ Slow, fiddly controls

EVO – SEARCH FOR EDEN
ENIX • £55-£60
Evolve through four billion years in this involving and novel platform/RPG hybrid. **83%**
▲ Great concept
▼ A bit too slow for some

EXHAUST HEAT II
SETA • £70-£75
Seta's new DSP chip is given a run for its money in this souped-up, F-Zero-style racing game. **78%**
▲ Fast and smooth visuals
▼ Boring and long-winded

EXTRA INNINGS
SONY IMAGESOFT • £40
Extra Innings is one of the better baseball sims. **70%**
▲ Neat animation
▼ Yet another baseball game

FACEBALL 2000
BULLET-PROOF • £40-£45
Set in a maze with smiley faces. Based on the ST's Midi Maze. **18%**
▲ The box artwork is OK
▼ Diabolical gameplay

FATAL FURY
TAKARA • £55-£60
Originally a Neo Geo beat'em-up. Plenty of moves and characters make this a cut above the rest. **83%**
▲ Challenges Street Fighter...
▼ But fails

FINAL FANTASY II
SQUARE SOFT • £35-£40
FFII is a competent RPG that features atmospheric sound and absorbing gameplay. **72%**
▲ Addictive, can save games
▼ Graphically poor

FINAL FIGHT 2
CAPCOM • £60
More linear beat'em-up action with three characters. **76%**
▲ Big, beefy two-player action
▼ Too easy, too few moves

FINAL FIGHT GUY
CAPCOM • £40-£45
Exactly the same game as Final Fight, but with Guy instead of Cody. **75%**
▲ Still enjoyable
▼ But only half as much

FIRE DODGEBALL
SUNSOFT • £30-£35
The aim of the game is to throw a ball at people, and hopefully knock them over! **64%**
▲ It's quite novel
▼ May not appeal to some

FIST OF THE NORTH STAR
SHOEI • £35-£40
Based on the Anime film, this is a game of excessive gratuitous violence and special moves. **46%**
▲ Big sprites
▼ Otherwise it's pretty pants

GP-1
ALTUS • £45-£50
Super Cycle on the SNES? Too good to be true? It's OK. **79%**
▲ Great head-to-head racing
▼ Some gameplay flaws

GRADIUS III
KONAMI • £30-£35
Gradius III still remains a playable blaster. **70%**
▲ Unlimited blasting action
▼ Slow-down, a bit dated

HARLEY'S HUMUNGOUS ADVENTURE
HI-TEC • £40-£45
A platform game of microscopic proportions aimed at the younger generation. **60%**
▲ Entertaining gameplay
▼ Little longevity

HIT THE ICE
TAITO • £40-£45
Rancid ice hockey sim with tedious gameplay, limited controls and general all-round clumsiness. **38%**
▲ Humorous animation
▼ Everything else is big trouts

HOLE-IN-ONE GOLF
HAL • £35-£40
A simple but enjoyable golf simulation for up to four players. **74%**
▲ Incredibly easy to get into
▼ Not very realistic

HOOK
SONY IMAGESOFT • £45
Peter Pan appears on the SNES in this graphically superb but disappointing adaptation of the movie. **75%**
▲ Gorgeous visuals
▼ Too easy and rather dull

HYPERZONE
HAL • £30-£35
A tedious shoot'em-up that is quite well-presented. **18%**
▲ F-Zero-esque graphics
▼ Unbelievably tedious

IMPERIUM
VIC TOKAI • £40-£45
A mediocre shoot'em-up that's nigh on impossible! **51%**
▲ Challenging shooty
▼ Need to cheat to finish it

JACK NICKLAUS GOLF
TRADEWEST • £40-£45
Tradewest's dabbling on the golf front is actually quite enjoyable for a golf game. **67%**
▲ Offers a great challenge
▼ Golf game...snore

JAKI CRUSH PINBALL
NAXAT • £45-£50
The first decent pinball sim on the SNES. **64%**
▲ Enjoyable pinball game
▼ Slow on the British SNES

JOE AND MAC II
DATA EAST • £45-£50
More cartoon-style capers in this improved version. **79%**
▲ Looks great, plays well
▼ No two-player option

JOHN MADDEN
ELECTRONIC ARTS • £40
A dodgy SNES conversion of the Mega Drive American footy sim. **43%**
▲ Quite accurate, I guess
▼ Slow, dull and boring

KA-BLOOEY
KEMCO • £40-£45
Ka-Blooey is a puzzle game in which you must survive within an explosion of bombs. **42%**
▲ Well-designed levels
▼ Fails to hold your attention

KAWASAKI CARIBBEAN CHALLENGE
GAMETEK • £49.99
Tedious racing game with mundane gameplay and awful sprites. **16%**
▲ Funky Bob Marley tune
▼ Looks like an ST game

KIKIKAIKAI
NATSUME • £45-£50
A bizarre, Japanese walk-and-shoot number which has weird graphics. **82%**
▲ You'll be intrigued for hours
▼ Sounds are the weak link

KING OF RALLY
MELDAC • £40-£45
Splatters of Mode 7 are evident in this racing game, viewing the track from a distorted perspective. **54%**
▲ Runs smoothly with minimal glitching, good music
▼ No two-player action

KING OF THE MONSTERS
TAKARA • £40-£45
Converted from the Neo Geo, this is Street Fighter II with a twist. **68%**
▲ Innovative theme
▼ Limited gameplay

LEGEND OF THE MYSTICAL NINJA
KONAMI • £45-£50
An incredible action adventure game. It's got great graphics, atmospheric sound and it plays well. **85%**
▲ Addictive with long-term challenge
▼ Jap version unplayable

MAGIC SWORD
CAPCOM • £40-£45
Converted from a sub-standard coin-op, it's hardly surprising that this conversion of the platform romp is below par. **61%**
▲ Could appeal to some
▼ Suffers from slow-down

MARIO IS MISSING
SOFTWARE TOOLWORKS • £41.99
Aimed at seven-year-olds. Wander the globe in search of Mario. **70%**
▲ Great educational tool

▼ Limited audience

MECHWARRIOR
ACTIVISION • £50
A 'virtual' blast'em-up with loads of levels. Easy and exciting. 81%
▲ Loads of missions
▼ Not much variation

MONOPOLY
PARKER BROTHERS • £45
Average conversion. 50%
▲ Good presentation
▼ Get the board game

MUSYA
SETA • £40-£45
Mediocre spike'em-up in which you play Imoto, a Japanese warrior armed with a lengthy pike. 43%
▲ Backgrounds are OK
▼ Sluggish gameplay

NOLAN RYAN BASEBALL
ROMSTAR • £40-£45
Tough to control, but challenging once you've sussed what's what 57%
▲ Accurate baseball sim
▼ Pretty average

OGRE BATTLE
QUEST • £50-£60
Involves using a deck of tarot cards to nuke the robed enemy in this basic RPG. 80%
▲ Looks great for an RPG
▼ Combat is far from involving

OPERATION LOGIC BOMB
JALECO • £46.99
Maze-like shoot'em-up with various dumb enemies. 61%
▲ Varied selection of weapons
▼ Not enough levels

OTHELLO
TSUKUDA • £30-£35
Conversion of the classic board game of flipping coloured markers. 46%
▲ Plays a mean game
▼ Don't part with your cash

PEBBLE BEACH GOLF
T&E SOFT • £35-£40
One of the best golf sims on the SNES, and it's for four players, too. 73%
▲ Realistic – up to four players
▼ Only 18 holes

PHALANX
KEMCO • £35-£40
A tough horizontal shoot'em-up that lacks originality. 67%
▲ Challenging gameplay
▼ No originality

PIPEDREAM
BULLET-PROOF • £40-£45
A marvellous rendition of the pipe link-up game. 61%
▲ Classic action
▼ A little basic for the SNES

POWER ATHLETE
KANECO • £40-£45 51%
▲ Looks OK
▼ But that's about all

PRO QUARTERBACK
TRADEWEST • £40-£45
Gob-smacking visuals in this one or two-player Yank footie sim. 68%
▲ Fantastic field perspective
▼ Lack of tactical moves

PRO SOCCER
IMAGINEER • £35-£40 35%
▲ Based on Kick Off...
▼ But nowhere near as good

Q*BERT 3
NTVIC • £40-£45
Classic games never die – this game of block hopping has been revamped especially for the SNES. 81%
▲ Varied gameplay
▼ Seems a little shallow

RAIDEN TRAD
TOEI • £35-£40 43%
▲ PC Engine game was good...
▼ This isn't

RAMPARTS
ELECTRONIC ARTS • £45
A game of castle protection, building and catapulting enemies. 68%
▲ Fun for one or two players
▼ Looks like a NES game

RANMA 1/2
NCS MAISYA • £35-£40
A one-on-one beat'em-up featuring all manner of bizarre characters. 76%
▲ Smart graphics
▼ Looks a little dated now

RANMA 1/2 2
NCS MAISYA • £40-£45
Lots of weird characters. 78%
▲ Excellent Japanese graphics
▼ Much the same as the first

ROBOT POLICE
ATLUS • £30-£35
Not Robocop, but just as bad. 14%
▲ Bugger all
▼ A shoot'em-up rip-off

ROCKETEER
IGS • £35-£40 36%
▲ Nice graphics
▼ Shame about the gameplay

ROCKY AND BULLWINKLE
T*HQ • £39.99
Run-of-the-mill platform antics. Yet another wasted licence. 57%
▲ Very colourful
▼ Gameplay extremely hard

ROGER CLEMENS' MVP BASEBALL
ACCLAIM • £40-£45
Professional baseball product. 76%
▲ Looks such a slick product
▼ Must be a baseball fanatic

ROMANCE OF THE THREE KINGDOMS II
KOEI • £35-£40
A full-blown strategy game set in ancient China. 60%
▲ Up to 12 players
▼ Very basic graphics

RUSHING BEAT RUN
JALECO • £55-£60
Yawn-provoking scrolling beat'em-up in similar vein to Final Fight. 64%
▲ It has a two-player option
▼ Bland and unexciting

SHADOWRUN
DATA EAST • £60
A deeply absorbing 3D isometric RPG set in the future where the streets are ruled by Cyberpunks. 86%
▲ Absorbing gameplay
▼ Lots of running about

SHANGHAI II – DRAGON'S EYE
ACTIVISION • £39.99
Great Chinese tile-removing puzzle game, mah-jongg. 66%
▲ Relaxing to play
▼ Lastability questionable

SKINS GAME
IREM • £40-£45 67%
▲ Bright, colourful graphics
▼ Too easy

SKULJAGGER
AM SOFTWORKS • £45 60%
▲ Quite big
▼ Passwords make game easy

SMARTBALL
SONY IMAGESOFT • £40
This strange platform game is aimed at the younger gamer. 64%
▲ Cute
▼ Too cute and too easy

SMASHBALL
CHARACTER SOFT • £65
Weird Japanese variation of the old game of Pong. Works well. 70%
▲ Cute graphics
▼ Interest may wane

SONIC BLASTMAN
TAITO • £40-£45
This Final Fight-esque beat'em-up is packed with humour. 78%
▲ Funny and enjoyable to play
▼ Easy and repetitive

SONIC WINGS
VIDEO SYSTEM • £65
A fine shoot'em-up. Fast and furious action. 80%
▲ Superb presentation
▼ Another shoot'em-up?

SOUL BLAZER
ENIX • £50-£55
Similar adventure game to Zelda. Not as huge as Nintendo's classic, but still a fine game. 79%
▲ Absorbing gameplay
▼ Small for an adventure

SPACE FOOTBALL
TRIFFIX • £40-£45
Bears more resemblance to Ballblazer than football. 65%
▲ Fun in two-player mode
▼ Ultimately repetitive

SPANKY'S QUEST
NATSUME • ££40-£45
Control a monkey and explore boring levels to defeat enemies. 53%
▲ Quite a lot of levels
▼ Too similar and pretty dull

STREET COMBAT
IREM • £35-£40
Deformed sprites wobble around the unconvincing gameplay. 28%
▲ This would look great on a C64
▼ No, it wouldn't, come to think of it

STREET FIGHTER II TURBO
CAPCOM • £120
Better graphics; improved gameplay; bloody fast; new moves and ability to play as the bosses. 94%
▲ Stupidly fast and totally improved
▼ Too expensive on import

SUPER AIR DIVER
ASMIK • £50
This dull Pilotwings impersonator gives you some guns, but little in the way of gameplay. 55%
▲ Some nice Mode 7 bits
▼ Repetative, dull, boring

SUPER BACK TO THE FUTURE 2
INVICTUS • £55-£60
Fast and long-winded platform romp, that bears no resemblance to film. 79%
▲ Excellent graphics
▼ A bit late isn't it?

SUPER BASEBALL 1000
CULTURE BRAIN • £40
Um, basically it's a game about baseball! 44%
▲ The sound is good
▼ Particularly average

SUPER BASKETBALL
HAL • £45-£50
A graphically superb basketball simulation. 74%
▲ Good use of Mode 7
▼ Excellent in two-player mode, naff in solo play

SUPER BOWLING
ATHENA • £35-£40
Attempts to simulate the 10-pin sport, but unfortunately fails. 46%
▲ Adequate graphics
▼ Can get a strike every time!

SUPER CONFLICT
VIC TOKAI • £54.99
Rather long-winded Middle Eastern battle sim. Not the kind of thing you want if you are after a shoot'em-up. 71%
▲ In-depth strategy
▼ For enthusiasts of war games only

SUPER DOUBLE DRAGON
TECHNOS • £40-£45
A horizontally scrolling beat'em-up for either one or two players. 72%
▲ Very playable
▼ Short-term excitement

SUPER EDF
JALECO • £40-£45 48%
▲ Clear, crisp graphics
▼ Suffers from slow-down

SUPER F1 CIRCUS
NICHIBUTSU • £40-£45
A reaction game rather than a driving challenge. 72%
▲ Has its moments...
▼ But few and far between

SUPER F1 HERO
VARIE • £45-£50
Pleasing F1 racing sim. The difficulty settings promote longevity of the game. 52%
▲ Responsive controls
▼ Lazy and bland graphics

SUPER FAMILY TENNIS
NAMCOT • £65
Great with four players and a Multitap. 65%
▲ Four-player games are a scream
▼ Slow, hardly intuitive

SUPER FORMATION SOCCER II
HUMAN • £65
Hard to control and difficult to score. Too slow for its own good. 62%
▲ Four-player mode
▼ Too damn slow

SUPER GOLDEN FIGHTER
CULTURE BRAIN • £45 34%
▲ Are you kidding?
▼ Too many to count

SUPER HIGH IMPACT
ACCLAIM • £52.99
Humorous American football sim which looks and plays well. 79%
▲ Excellent digitised speech
▼ Not for enthusiasts

SUPER NINJA BOY
CULTURE BRAIN • £50
An exceedingly poor game which tries to mix a bit of RPG with action combat sequences. Avoid! 11%
▲ Nice village graphics
▼ Slow action, jerky graphics

SUPER PLAY ACTION FOOTBALL
NINTENDO • £45-£50
All NFL teams are here, but the perspective makes game hard. 60%
▲ Loads of plays to master
▼ Constant interruptions

SUPER PRO BASEBALL
JALECO • £35-£40
Jaleco's dabbling on the baseball front is a stunner for the genre. 63%
▲ High entertainment factor
▼ Dodgy sprite collision

SUPER SOCCER CHAMP
TAITO • £35-£40
Fast yet easy against the computer, but good two-player mode. 57%
▲ Quite fast and exciting
▼ Too easy and quite dull

SUPER TURRICAN
SEIKA • £49
Action-packed platform/shoot'em-up with great graphics. 85%
▲ Challenging and addictive
▼ Lack of variation

SUPER VALIS
TELENET • £30-£35 34%
▲ The graphics are OK
▼ Tedious gameplay

SUPER VOLLEY 2
VIDEO SYSTEM • £40-£45
Has a women's international league and a hyper league. 68%
▲ Fun in two-player mode
▼ Solo game is a little dreary

THE TERMINATOR
MINSCAPE • £39.99
About as painful as Arnie's acting! It looks bad and it plays even worse. 46%
▲ Great driving section
▼ Diabolical presentation

THUNDER SPIRITS
TOSHIBA • £30-£35
Thunderforce III ring a bell? 50%
▲ Visually it's quite good
▼ Too much slow-down

TKO BOXING
SOFTEL • £40-£45
A very dodgy legalised punch-up that makes KO Boxing look good. 28%
▲ Lovely satin shorts
▼ The list is far too long

TOYS
ABSOLUTE ENT • £40-£45
Oh deary me! 36%
▲ A couple of nice visuals
▼ Boring and repetitive

ULTIMATE FOOTBALL
SAMMY CORP • £40-£45
Ultimate Football is a basic American football game with no frills. 52%
▲ Offers a very basic game
▼ Average presentation

UNCHARTED WATERS
KOEI • £45-£50 30%
▲ The poker sub-game is OK
▼ Graphics, boring to play etc

VOLLEYBALL TWIN
TONKIN HOUSE • £40-£45
If volleyball is your bag, you may find this of some interest. 49%
▲ Looks like Super Tennis
▼ Doesn't play like it

WAIAILEE COUNTRY CLUB
T&E SOFT • £40-£45
Basically the same as the other T&E Soft games. 73%
▲ Quite a challenging course
▼ Not enough variation

WANDERERS FROM Ys III
SAMMY CORP • £45-£50
An arcade RPG with loads of places to explore and people to meet. 67%
▲ Arcade-style RPG
▼ Not very challenging

WHEEL OF FORTUNE
GAMETEK • £40-£45
Based on the US TV show. 21%
▲ You can win a boat
▼ But it's not a real one

WHERE IN TIME IS CARMEN SANDIEGO?
HI-TECH • £45
Carmen Sandiego is an interesting time-tripping sleuth game. 76%
▲ Learn as you progress
▼ A bit too sedate

WOLFCHILD
VIRGIN GAMES • £37.99
One-player platform effort with functional graphics. 79%
▲ Playable for a while
▼ Guardians are a bit naff

WORDTRIS
ACCOLADE • £45-£50
Tetris variant where you have to match letters to make words. 60%
▲ Two-player mode
▼ Not as addictive as Tetris

WORLD HEROES
SUNSOFT • £49.99
Flawed one-on-one beat'em-up, conversion of SNK coin-op. 61%
▲ Rasputin's big hands are hilarious
▼ Gets very dull

XARDION
ASMIK • £40-£45
Side-scrolling shoot'em-up with very little emphasis on 'action'. 29%
▲ It scrolls!
▼ Dodgy graphics

YOSHI'S COOKIE
BULLET PROOF SOFTWARE • £39.99
Unoriginal variation on the Tetris theme. Match the biscuits in three styles of gameplay. 58%
▲ Fun two-player mode
▼ Graphics are slightly off

IT'S THE ONLY ORIGINAL BIT LEFT IN THE MAG!

RECORD DELIVERY

C64 – RIGHT SMART

Dear Super Control,

While reading the November issue of SC, I stumbled across an article called Ghost in the Machine. Reading about games such as Wizball, Dropzone, Delta and The Last Ninja mentioned brought back fond memories.

During my earlier games playing days, I was often kept up many a late night playing these superbly presented games on my trusty CBM 64. So if there are any software houses reading this letter, please start producing imaginative and original games because I'm getting bored of film tie-ins and coin-op conversions.

Now that's off my chest, is there any chance in future issues of your fabulous magazine of you printing interviews with programmers such as Andrew Braybrook about their opinions regarding software today and future games releases?

Anyway, keep up the good work.

Wayne Jones, Worley, West Midlands

Super Control:

I'm glad you enjoyed our Ghost in the Machine feature, Wayne, as is Paul who wrote it. The original idea was to devote two entire pages to ex-CBM64 software houses that are still around today (US Gold and Ocean for example), but the feature was reduced to a paltry four pages which resulted in the whole feature being chopped up and shortened.

Ghost in the Machine prompted the biggest industry response to a Super Control feature ever, and many software house folk have said they enjoyed reading it. Maybe we'll continue it in the future or maybe run a really in-depth guide to old software at a later date, but this (as ever) will depend on the response from you readers.

As for original software, your comments bring back memories – I wonder how many letters to ZZAP 64 complained of lack of originality in software? The fact remains that the humble 8-bit CBM 64 and Spectrum both had a huge range of original and imaginative software available for them, certainly far more than the SNES or Mega Drive ever will, despite their technical superiority.

Many of today's computer magazine writers are old Commodore and Spectrum users (Julian Rignall from NMS and Steve Jarrat from EDGE to name a couple) and will no doubt agree that some of today's software does not compete with games of old. As for interviews with programmers, your request will be noted and maybe one day you'll see such an interview! You never know...

PERKS=DIVVY

Dear Super Control,

I think that the prices of SNES games are too high. I spent £40 on a game recommended by this magazine and have to say it was CRAP. Your mag gave Wolfchild 79 per cent and it was a serious let-down.

On another point, this magazine makes children go home and pester their parents into buying these expensive toys. It's mags like yours that prey on children, persuading them to buy Nintendo goods. If that's what the world is coming to, it's about time more people came to their senses.

Perks, Telford

Super Control:

Perks, I would hardly call 79 per cent a recommendation for Wolfchild, would you? There are over three million people unemployed in this country, many elderly people must join a queue to have a simple operation, crime is soaring due to poverty, homelessness rises daily, there is an upsurge of racism and the economy seems about as stable as the Titanic – THAT is what the world is coming to.

Do you honestly believe we PREY on the readers and FORCE them to buy software? Do you? In my opinion you are in serious need of a massive injection of common sense and should get your priorities right. Maybe then you'll buy a piece of software that rates OVER 80 per cent, because that "Perks", is a recommendation.

GOD HELP US – IT'S ANOTHER

Dear Super Control,

I am writing in rage because of the extreme lack of detail and enlightenment on the Super Rugby or whatever it is called. I have played it only once, but I expect such games to have graphics as good as Super Soccer, hopefully better. If Sega comes up with something better, I will toss you aside like a bad egg. So pack up or stay out, or your fan club will lose many members.

James Schwarzkopf, Telford

Super Control:

OK, from the little bit of sense I can glean from your letter, I gather that you want Super Control to change the graphics in Super Rugby. Yeah, OK James, I'll just go and dig out the cartridge here and plug it into the old SNES...erm hang on, I've just remembered that we don't actually write the games do we? That's right, here at SC we only REVIEW them. Oh dear.

Oh by the way, there's a game called International Rugby for the Mega Drive which is marginally better than Super Rugby. A fond farewell to you. Ta Ta.

PS English – learn how to use it.

I LIKE THE SMELL...

Dear Super Control,

I would like you to answer a few of my questions if possible:

1. Why do you need an Action Replay for Super Mario All-Stars?
2. When will Super Mario All-Stars be released in the UK?
3. Could you give me the address of a good place to send my games ideas to?
4. I used to send in about 50 cheats a week and I would like to know why none of them were published in Super Control?
5. Could you please (x100) send me Super Mario All-Stars or Zool for my troubles?

Yours sincerely,

Ian Byrne, Wicklow, Ireland

PS My sister said that Alex and Andy really aren't that bad-looking – honest!

PPS I never miss Super Control, but why have you stopped giving away free posters?

Super Control:

1. You only need an Action Replay to run the Japanese and American versions of All-Stars. Those wonderful people at Datel supplied us with a code that bypassed the security chip. Datel has actually done the same with a few other import titles. Smart, eh?
2. It's already out now!
3. Any decent software company will take an interest in new ideas. Ocean takes a keen interest (or at least it used to when my mate and I used to hand deliver plans for games years ago), so you could try them. The address is: Ocean, 3 Castle Street, Manchester, M3 4LZ.
4. It depends whether the tips were original or not. Also, if you posted in a tip we'd already received from other people, then there probably wasn't room to print your name. Keep trying, but remember that tips don't just constitute cheat modes!
5. What troubles are these? Blimey, if I had a penny for every person who writes letters asking for games...

PS Alex now works for our PC mag (PC Player), but I'm still here. Say 'Ta' to your sister.

PPS We had trouble getting the Super SWIV poster into every copy of issue one and it's only just been sorted out, so watch out for some more!

...OF FRANK MUIR

Dear Super Control,

I think your magazine is the best

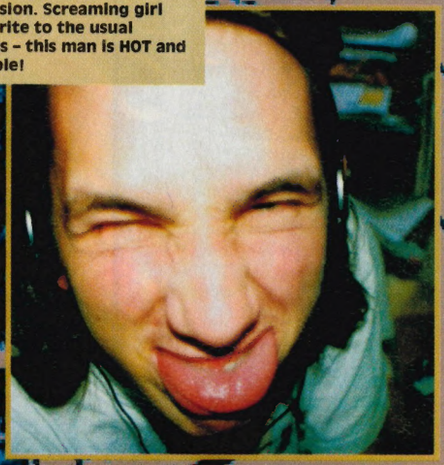
ED

For those of you wondering just what SC's new staff are REALLY like, here's a quick run-down on them. Pictured above is Glaswegian Gerry Doak on a drunken rampage following a particularly heavy Sensible Soccer defeat at the hands of Andy. Watch it with that mineral water!

In our continuing quest to discover the very best young British artists, we present a piece by one Richard Symons of Plymouth. The Man With A LOng Chin will never quite be the same again, eh folks? Ahem

She's been our Art Editor for ages now, but only ever appeared modelling a cuddly Taz-Mania thingy. Here's Jane looking very pregnant, so it comes as no surprise that she actually IS pregnant. Oh, and there's Alex sat at a PC, what an ugly son of a gun he is. I'm much more popular, surely?

Zane O'Donnel, watch out – it's male supermodel Rich Lloyd during his Gaultier period. Admire that large forehead, the unkept hair and that luscious facial expression. Screaming girl fans write to the usual address – this man is HOT and available!



Super NES mag around and I'm not just trying to suck up to you to get my letter printed!

The reason I am writing is to ask a question which has been bothering me for some time. The question is, how do you stop the black borders across the top and bottom of the screen when playing games (especially Street Fighter II). I know you can get a SCART lead and plug it into a TV with a SCART connection socket, but what happens if you don't have a TV with this connection? I was wondering if the PAL booster would work on an English Super Nintendo and make the screen bigger (without the borders)?

Lastly, I know you're sick of people asking you to compare the Mega Drive with the Super Nintendo, but which is better – Street Fighter II Turbo or Street Fighter II on the Mega Drive?

Please answer these questions as I will be seriously disappointed if you don't.

Thanks !

A Kermite, Cumbria

Super Control:
A PAL booster would be useless in conjunction with a PAL machine – why transmit a PAL signal if one already exists? A PAL SNES broadcasts a PAL signal, so even if you ran it through a SCART/Euroconnector lead, the machine's running speed would be unaffected, so what's the point!

There is a conversion you can have done where the PAL modulator inside the Super Nintendo is replaced with an American one, so that the borders won't be present and the machine will run at the correct speed when plugged into a SCART-compatible television. However, this would mean invalidating your SNES warranty, and at around £40 a go it would probably be cheaper and wiser to sell your SNES and pick up a converted, second-hand American Super Nintendo that runs through SCART.

Admittedly the full screen and faster running speed IS an improvement, but only just. The only real difference is seen when playing a few games (Street Fighter II and Mario Kart), but it isn't THAT good. I'm afraid there's no way of solving your problem if you only have a PAL SNES and a PAL TV.

Street Fighter II on the Mega Drive is just as good as the Super Nintendo's Turbo version. The SNES's superior colours are the only real difference between the two, so the backgrounds aren't as detailed on the Mega Drive.

Having said that, the Mega Drive version does contain a few new features that don't appear on SFII Turbo (the Eliminator and Match Play options), but then again you don't need to fork out for a new joypad to play SFII Turbo with if you own a SNES!!

NOW HE SEES IT

Oh blimey, even the lettuce page can't escape Allie's axe of doom. It looks like it's a two-page thing from now on, folks! Still, at least it means that only lettuce of real quality will make it into print now. Providing anyone bothers to write in that is...

So, all you shortened lettuce page lovers out there – why not write in an extra long letter and see if it gets printed? We don't offer any prizes or free games, but there's a free chocolate bar for the writer of the best letter. Maybe.

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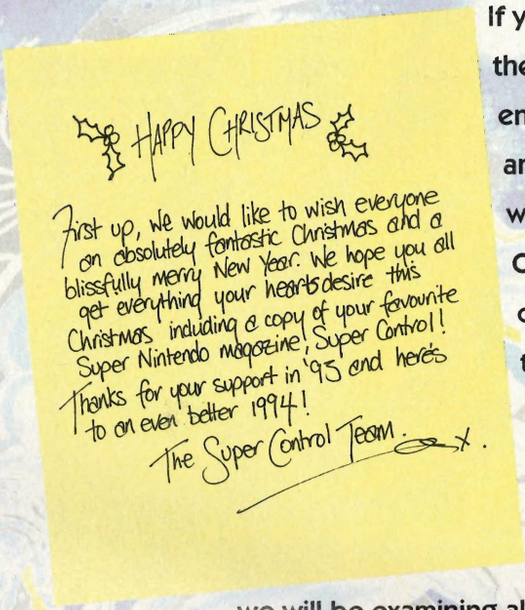
NEXT MONTH

ISSUE NINE ON SALE 30TH DECEMBER



If you can survive the barrage of sickly chocolates, the copious amounts of booze (only for those old enough, mind!), the frantic Christmas shopping and the Queen's speech (yawn...), you might want to take a look at the next issue of Super Control. Next month we've got a glittering array of games winging their way in from Japan and the States, as well as a reasonable splattering of home-grown goodies.

The long-awaited **Actraiser 2**, **Macross** and **R-Type III** (which you caught a glimpse of in this issue) all get a Japanese release next month, so we will be examining all three in our review section. We will also turn a critical eye to Capcom's **Aladdin** which receives its pre-Christmas release both here and in the States, while JVC's **Super Empire Strikes Back** and Sales Curve's **Lawnmower Man** also get their official UK releases.

We should also have Gremlin's **Zool**, Empire's **Space Ace**, Accolade's **Brett Hull Hockey**, Mindscape's **Alfred Chicken**, Gametek's **Pinball Dreams** and **Humans**, Virgin's **Young Merlin**, Acclaim's **T2** and Interplay's **Robocop Vs Terminator** amongst others.

Phew! So have a good Chrimbo everyone, and here's to a tremendous 1994!

THE END

GAME SNES TOP 10

NOVEMBER 1993

1 MARIO ALL-STARS
2 ZOMBIES
3 STREET FIGHTER II TURBO
4 SUPER BOMBERMAN
5 STRIKER
6 MORTAL KOMBAT
7 KEVIN KEEGAN MANAGER
8 SUPER STAR WARS
9 ZELDA 3
10 BUBSY
27 FROGGER

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